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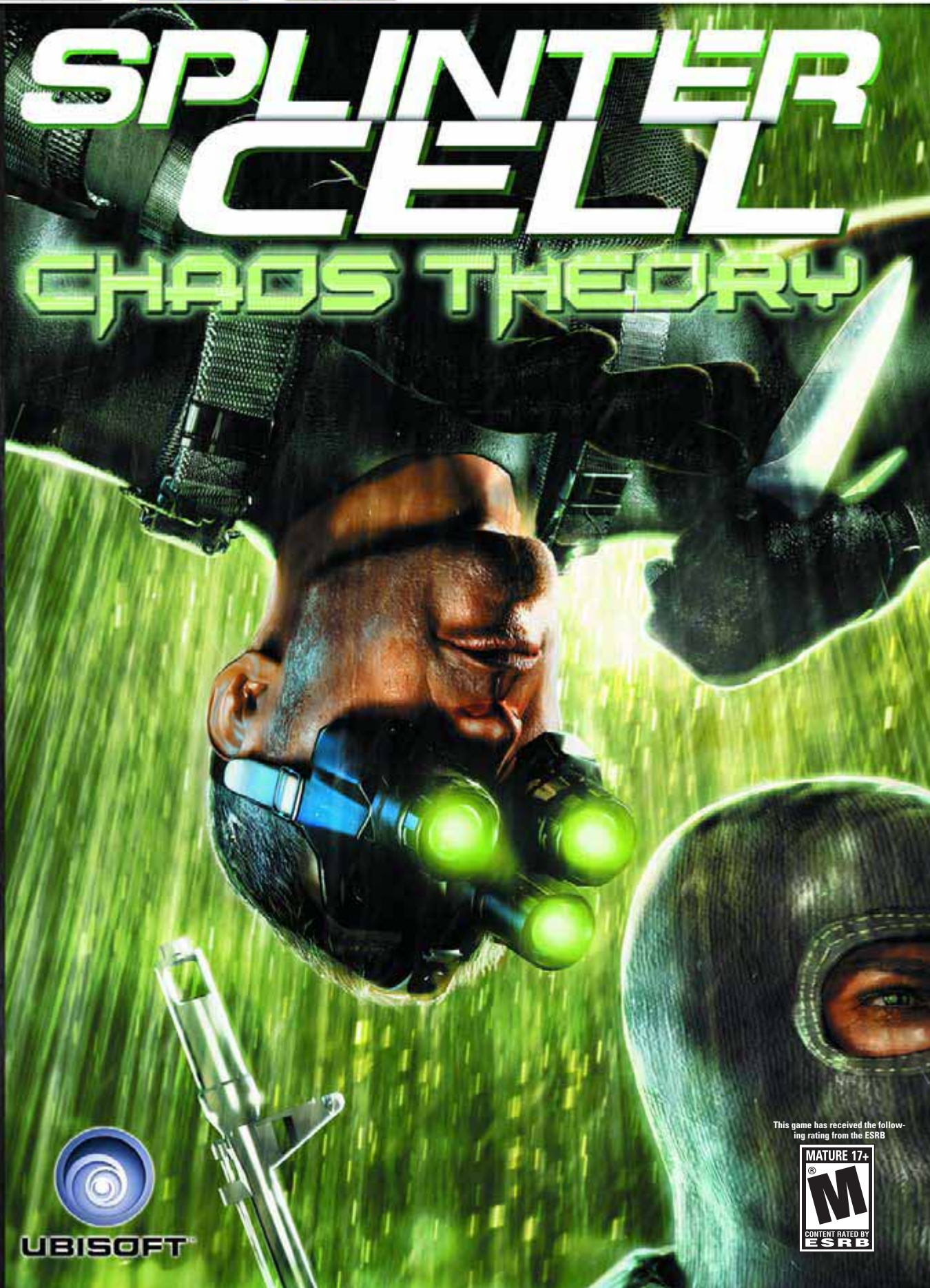
GC PC PS2 XBOX

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Tom Clancy's

SPLINTER CELL

CHAOS THEORY



PRIMA GAMES

UBISOFT

This game has received the following rating from the ESRB

MATURE 17+

M

CONTENT RATED BY ESRB

Tom Clancy's SPLINTER CELL CHAOS THEORY™

PRIMA OFFICIAL GAME GUIDE

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BASIC TRAINING

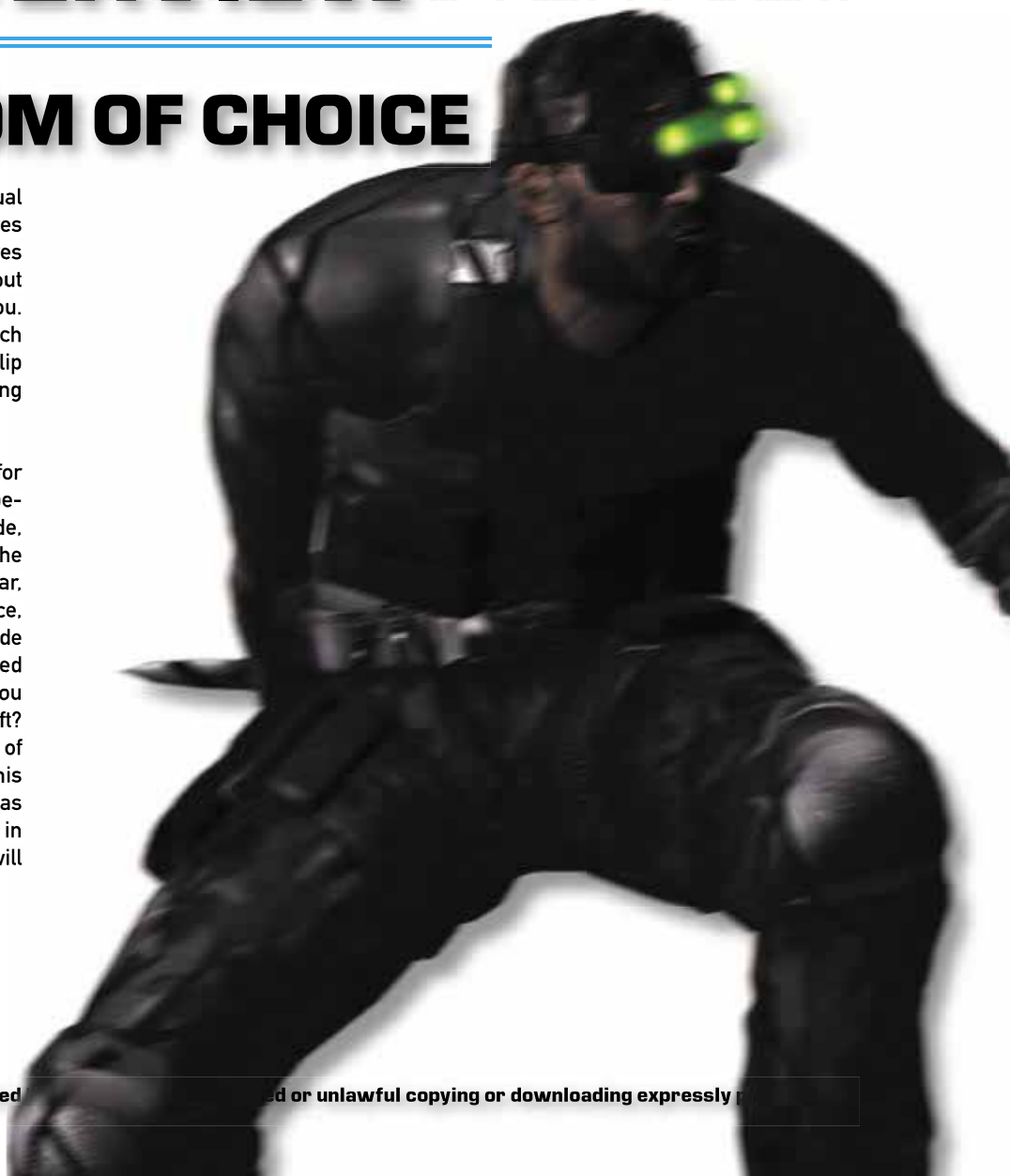
NOTE FOR SPLINTER CELL VETERANS: While Chaos Theory uses the basic play mechanics of past titles, many of the game systems have been considerably refined, while others are entirely new. Since you already know the rest, we've labeled the game systems as NEW or MODIFIED.

1 SOLO MISSION OVERVIEW

A FREEDOM OF CHOICE

Splinter Cell: Chaos Theory is an unusual game in the amount of freedom it gives the player. You are given set objectives in each mission, but how you go about accomplishing them is entirely up to you. You can bulldoze your way through each mission with guns blazing, or you can slip through the missions without ever firing a shot.

If you find a code-locked door, for example, you can grab a guard from behind and interrogate him for the code, you could douse the lights and hack the lock remotely with your high-tech gear, or you could wade into a guard office, blow everyone away, and get the code from their e-mail. Maybe you don't need to worry about the lock at all; perhaps you can sneak in through a ventilation shaft? Or maybe you could get the attention of a guard who will open the door from his end? We have endeavored to show as many possible strategies as we can in our walkthrough section, but there will always be alternate solutions.



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B STEALTH VS. ASSAULT

NEW!

While you are free to vary your style from silent cat burglar to bloodthirsty killer as you play, you'll need to commit to an appropriate set of gear at the beginning of each mission. In each mission, three kits are offered; The Stealth Kit, the Assault Kit, and Redding's Recommendation. While they differ only slightly in early missions, later in the game they can vary tremendously.

Your SC Pistol (complete with OSP) and SC-20K Assault Rifle come with every kit. But Assault Kits contain three times the ammo of Stealth Kits, while Stealth Kits tend to include a wider variety of non-lethal armaments, like Flash Grenades and Sticky Cameras. Redding's Recommendation is usually a mix of the two, so if you're unsure how to proceed, it's the best place to start.



Stealth & Assault Kits

THE STEALTH KIT



The Stealth Kit always includes the Launcher Attachment to the SC-20K, which can be used to fire all sorts of versatile non-lethal weapons, like Gas Grenades, Sticky Shockers, and Sticky Cameras. Hand-thrown Flash Grenades and Smoke Grenades always come in handy when trying to sneak up on someone or make a quick escape.

THE ASSAULT KIT

The Assault Kit sometimes forgoes the Launcher Attachment entirely, but replaces it with deadly (and devilishly fun) attachments like the 20mm Sniper Rifle and Shotgun Attachment. Assault Kit gear is often lethal, but rarely subtle; Frag Grenades flush out foes if not kill them outright, but often set off a few alarms in the process.



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TIERED OBJECTIVES

NEW!

There are four types of objectives in Splinter Cell: Chaos Theory. You can view your objectives (except for Bonus Objectives) and read a brief description of each on your OPSAT Goals screen.



PRIMARY OBJECTIVES

These are the reason you're here: to kill a man, steal something, acquire a piece of intel, etc. You usually begin with just one, but as events occur, your Primary Objectives may change several times within a mission. Unless a Primary Objective is cancelled by your boss, Lambert, you cannot complete a mission without completing the objective.



SECONDARY OBJECTIVES

Your friends at Third Echelon will often ask you to acquire intel that may not be directly related to your Primary Objective. You can complete the mission without accomplishing these objectives, but it will negatively affect your ranking. Secondary Objectives may carry over to later missions if you don't complete them the first time.



OPPORTUNITY OBJECTIVES

Opportunity Objectives are similar to Secondary Objectives, but typically require a series of actions to complete. For example, Third Echelon may want you to break into every one of the eight secured computers in one mission. These are all-or-nothing affairs; hacking seven of the eight computers is as good as hacking none. These optional objectives affect only your ranking, and do not carry over to future missions.



BONUS OBJECTIVES

No one will ever ask you to fulfill Bonus Objectives, and they are not listed on your OPSAT screen. Some are simply bits of intel you stumble upon throughout the normal course of a mission, but others are unlisted tasks that go above and beyond the call of duty. When you fulfill a Bonus Objective, you'll usually get a message from Lambert and the objective will be listed on the Mission Ranking screen.

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D GAME RANKINGS

NEW!

After each mission, Sam's superiors will rank his performance. High rankings unlock nothing but a warm feeling of pride, – and yet it's pride that's well deserved. Scoring 100% is no easy matter.

You can't score a perfect ranking unless you've completed every Primary, Secondary, and Opportunity Objective (obviously, exceptions are made if the objectives are cancelled by Lambert). Bonus Objectives are listed on the ranking screen, but do not actually affect your score.

After factoring in the objectives, the game punishes you for the following:

- Setting off alarms
- Being recognized as an intruder (a guard merely becoming suspicious and entering alert mode does not count)
- Bodies found by enemies, whether unconscious or dead
- Killing or injuring guards
- Killing or injuring civilians (this results in an automatic 0% score)

So while you're free to play the game as a take-no-prisoners gunman, you'll need to use stealth and non-lethal weapons and attacks exclusively to get a perfect ranking. Note that KO attacks, choke holds, and non-lethal weapons don't count as "injuries", although they can cause injuries if they lead to the target falling a great distance, or being hit hard against a wall. Airfoil Rounds are the primary culprit in causing inadvertent injuries, and should be using sparingly when going for a perfect score.

As strict as the game is, you're given a bit of slack. As the above photo proves, you can usually be recognized as an intruder once without penalty.



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2 GAME SYSTEMS

A SOUND & SILENCE

NEW!

1 THE SOUND METER

While sound has always had an important role in Splinter Cell games, the rules and tactics of sound have now been codified into an elegant new system. You'll find your Noise Meter beneath your Stealth Meter in the lower right-hand corner of the screen.

Your foes have sharp ears, and all it will take is the creak of a floorboard to put them on alert. They will move directly to the source of the sound to investigate, and in a firefight they will aim at the last location where your noise exceeded the ambient sound.



- The transparent slider marks the ambient noise in an area. The more noise in an area, the farther this moves to the right.
- The bars in the Noise Meter reflect how much noise Sam is making.
- When the amount of noise Sam is making exceeds the ambient noise in an area, the bars past the slider will brighten. This means you are making enough noise to be heard by nearby enemies.

2 MAKING USE OF NOISE

Obviously, the key to stealth is keeping the noise you make beneath the ambient noise slider. But you can also use noise to your advantage to manipulate your foes. For example –





- If you whistle in a dark spot, your enemy will move to the source of the sound. You can then quietly move into position to flank them, or slip past them when they leave their post.
- If you make noise outside of a locked door, an enemy may open it for you when he goes to investigate the source. If you make noise outside an unlocked door, you can door bash the enemy when he attempts to come through.
- If an enemy is walking towards you, you can throw an object behind them, and they'll turn their back to you to investigate the source of the new sound.
- Your Sticky Cameras come with a clicker that can make constant noise, luring your enemies in for a gassing, or simply distracting them so Sam can hit them from behind or sneak past.

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3 KEEPING SILENT

It may pay to make noise sometimes, but in most situations, you want to be as quiet as possible. Here are a few tips on keeping quiet:



- The more lightly you press on the analog pad, the slower you'll move, making less noise. If you crouch, you'll make even less noise than that.
- If you walk with a gun drawn, you make no noise at all in normal conditions. When there is no ambient noise at all in an area, get in the habit of walking with a gun drawn.
- The texture of the floor you're walking on makes a big difference in the noise you make while moving. Soft surfaces like grass and carpet make little noise, but wood planks and metal floors can be extremely noisy, even when you're crouch-walking slowly. (But not if your gun is drawn!)
- The noise levels of your various attacks are shown in the chart here, but one attack makes no noise at all – the Grab Character command. Even if you interrogate a foe, the conversation is completely silent as far as the game is concerned. You can do it right behind another foe!
- Using your OCP to disable an electric device is also completely silent. However, sometimes the lights or cameras you disable crackle and whir, making noise themselves. This can often be used to your advantage as a distraction.
- Noise levels in the game aren't always reflected in the sound effects you actually hear. Changing your SC-20K attachment sounds noisy, but makes no sound that an enemy will notice. Neither does having a conversation over your OPSAT or interrogating a foe.

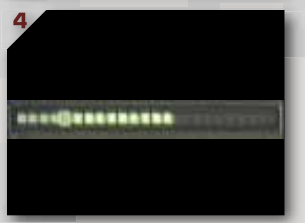
NOISE LEVELS OF SAM'S ACTIONS

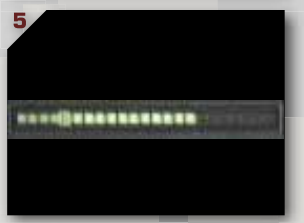
1	Melee Attack (Kill or KO)
2	SC Pistol Shot
3	SC-20K Launcher
4	Whistle
5	SC-20K Shot
6	20mm Sniper Shot
7	Shotgun Shot

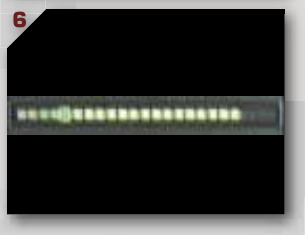


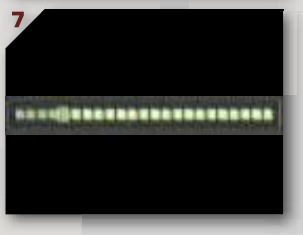












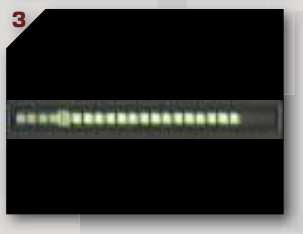
NOISE LEVEL VARIANCE BY TARGET

Note that all of the weapon sounds listed above are for hitting people. Humans are soft and squishy and absorb the sound of impact nicely. Shooting a light bulb with the SC Pistol makes more noise, but missing entirely and hitting a wall or floor is the loudest of all.

1	SC Pistol vs. Human
2	SC Pistol vs. Light Bulb
3	SC Pistol Missed Shot







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B LIGHT & DARKNESS

Ambient noise is a fine thing, but Sam's life, his love, and his lady is the darkness. As in previous Splinter Cell games, the ambient light in an area is measured by the Stealth Meter above your Sound Meter. If the slider is to the far left, you are effectively invisible to your foes. The more light there is, the further away you can be seen from; If you're in a well-lit area, every enemy in the room who has an unbroken line of sight will notice you immediately.

Outside of the very rare situations in which sun or starlight is a factor, you can shoot out, switch off, or disable almost any light source in the game. Doing so will attract the notice of guards, putting them on alert, but if it plunges an area into darkness it's almost always worth the trade-off. Keep in mind that actual light levels aren't always reflected by what you see. Just because Sam looks like he's in shadow doesn't mean that he is; the Stealth Meter has the final say.





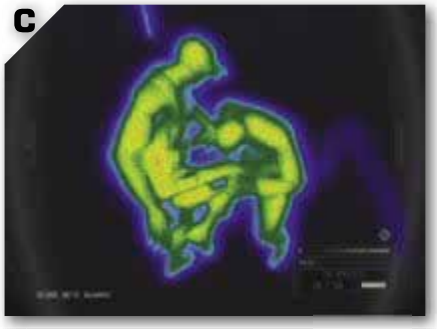
C SAM'S VISORS

Of course, darkness is no use if it blinds you too! Fortunately, Sam has several ways to see in darkness, in the form of his three goggles. You can toggle between them with the D-Pad.



NIGHT VISION (LEFT)

Night Vision is ideal in perfect darkness, allowing you to see with almost normal clarity, albeit in shades of yellow. Since Night Vision amplifies light, you'll see blinding bright spots when looking into lights. It can be very difficult to tell where exactly light sources are when this visor is on, so rely on normal vision when targeting light sources.



THERMAL VISION (RIGHT)

Thermal Vision shows you a world of heat, where warm-blooded humans and electrical devices stand out against a background of room temperature objects. This is a fantastic way to spot and target enemies, and it is powerful enough to see straight through wood doors and thin walls. It is nearly impossible to judge light levels while using this visor, so you'll need to keep an eye on your Stealth Meter.



EMF VISION (UP)

EMF Vision allows you to see electromagnetic fields, or basically anything electrical. You'll seldom use this visor, but don't forget about it when you're hunting for cameras, which are not always warm enough to appear in Thermal Vision. It's also useful when you're trying to figure out what devices a wall switch will affect, since it allows you to see the flow of electricity from the switch.

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D LOCK PICKING

MODIFIED!

Lock Picking has been simplified a bit from past Splinter Cell games. When you reach a locked door, you have two choices: Break the lock, or pick it. Breaking locks requires no special equipment and cannot fail, so its only disadvantage is the noise it makes. If you've killed all the enemies on your side of the door and the Optic Cable reveals no one on the other side, it is usually safe to break the lock.

If you're trying to be stealthy, however, you'll have to pick it. To pick a lock, rotate the analog stick slowly until you hear or feel the pin begin to move. Move the stick gently back and forth in that area until the pin releases. You will then move on to the next pin; locks typically have between two and five pins you need to release.





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E HACKING

NEW!

If you don't have the sign-in code, you can hack into PCs and computerized locks. To hack into a keypad, approach it and select Hack Keypad. To hack into a PC, select Secure Access at the top of the screen. You can also hack into either device remotely with your EEV binoculars, although this makes the hack slightly more difficult.

The hacking interface consists of two objects: On top is a list of port addresses, one of which will get you into the system. As time progresses, incorrect codes are automatically eliminated. Below, a scanner tests random port address fragments and lights up when it gets a correct one. Above the fragments is a thin green bar that shows how much time you have left.

- The safest way to hack is to remember the fragments that are highlighted in the scanner, and select the code when you have enough information to figure out which address is correct.
- You can also select each fragment when it lights up, locking it in place. When all the fragments are locked, the correct code will be entered automatically. However, this can be dangerous; if you lock in a code when it isn't lit, you will fail and an alarm will sound. So if the highlight fades just as you hit the button, you're out of luck.
- You will also trigger an alarm if you run out of time or input an incorrect code from the address list.
- You may back out without triggering an alarm if you press the Crouch button while your remaining time is still green (it turns red when roughly 1/4 is remaining). Since the scanner tests fragments randomly, sometimes it gives you three correct fragments right off the bat, and other times it gives you the same useless chunk over and over again. When things aren't going well, just back out and try again.

•XBOX / PC VERSION



•PS2 / GC VERSION



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USING YOUR EEV

NEW!

Sam used to lug around a bag full of gadgets, but now nearly every non-weapon gadget has been combined into a single amazing device known as the EEV (Electronically Enhanced Vision). Its functions include:





Wow! How much would you expect to pay for a device like that? $10 million? $50 million? $100 million? Well you probably did, you taxpaying chump.

THE EEV'S FUNCTIONS

BINOCULARS:
You can zoom in once, and use all of your normal visors.

COMPASS:
Your compass direction is shown at the top of the viewfinder.

LASER MICROPHONE:
Amplifies the sound of whatever you're pointing at, making it ideal for eavesdropping on distant conversations.

WI-FI ENTRY:
Allows you to hack into computers remotely as long as you have line of sight to the computer. The COMPUTER, mind you, not the monitor.

REMOTE SCANNER:
When your mission involves transmitting printed intel, like bar codes or license plates, you can scan the object remotely with the EEV.

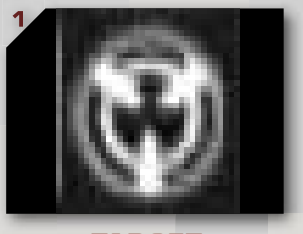
OBJECT ANALYZER:
When you point your EEV at certain objects, icons will appear showing the manner in which you can interact with them. See sidebar for details.

LASER DESIGNATOR:
Occasionally a mission will involve designating an object as a bombardment target. To do so, press the Select button while targeting it with your EEV.

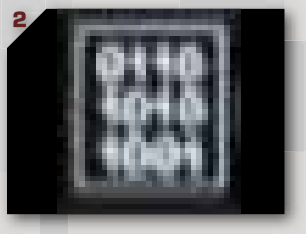
CRÈME BRÛLÉE TORCH:
Just kidding about that one. But then again, who knows?

THE EEV DISPLAY ICONS

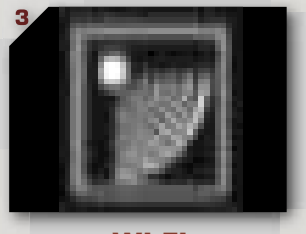
1	Target
2	Hack
3	Wi-Fi
4	Objective
5	Explosive



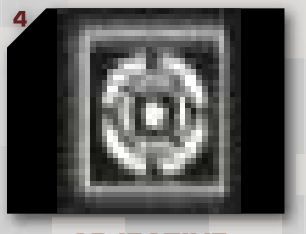
TARGET
You can deactivate this with your OCP.



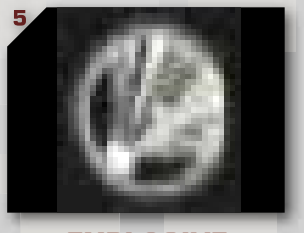
HACK
You can hack into this system.



WI-FI
You can access this system remotely (press Interact).



OBJECTIVE
You can scan this data as part of a Secondary or Opportunity Objective.



EXPLOSIVE
When damaged, this object will detonate.

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G LETHAL & NON-LETHAL ATTACKS

MODIFIED!

Finger on the Trigger

When using a weapon, or your fists, the left trigger generally dishes out a non-lethal attack, while the right trigger attempts a lethal attack. For example:

MELEE ATTACKS:
Left trigger is a KO punch or knee to the groin, right trigger is a lethal knife attack.

GRAB DISPOSAL:
When you've taken a character with the Grab Character command, the Left trigger will send them gently into dreamland, while the right trigger will put a knife in their heart.

SC PISTOL:
The left trigger activates the OCP jammer, while the right trigger fires bullets.

SC-20K
The left trigger uses your attachment, while the right trigger fires bullets. Usually you'll use the Launcher Attachment to fire non-lethal weapons, but note that if your attachment is the Shotgun, then the left trigger attack WILL be lethal.

So what do you care whether some digital mercenary lives or dies?

Well, in addition to the karmic satisfaction of being able to execute enemies who sass you during interrogation, there are important strategic implications involved in using lethal force.





- Sam's missions aren't always on enemy turf. In some, killing anyone is an instant mission failure, or an automatic 0% ranking.
- Other missions have civilians (or even foreign allies) mixed in with the enemy combatants. It can be hard to tell friend from foe in the heat of battle, especially when all you can see of their uniform is a Night Vision smudge. When in doubt, knock them out!
- While KO'd enemies are typically out for the mission, they can be revived by other guards who discover the bodies! This can be a good reason to kill, but it can also be a good reason not to. If an enemy discovers a dead body, he immediately draws his weapon and snaps into high alert. If he discovers a KO'd ally, he will give his buddy a friendly kick in the ribs, then bend over to revive him. This gives you a good opportunity to grab or KO him too.

Besides Sam's hand-to-hand and grab attacks, other non-lethal moves include:

- Falling on an enemy.
- Using the bash door command to hit an enemy who is near the other side of the door.
- Throwing a heavy object, like a bottle or rock, at someone's head. (Fun for laughs, but not a recommended strategy).

The non-lethal weapons at Sam's disposal include the following:

- The Sticky Shocker.
- Airfoil Rounds, unless they knock an enemy off a high ledge.
- The gas from Gas Grenades.
- The gas from the Sticky Camera.

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ALARMS & ALERT STATES

MODIFIED!

Lambert's assertion that "this is no video game" is factually debatable, but he does fulfill the promise that this isn't the three-alarms-and-you-fail sort of game. Tripping alarms can result in dire consequences, but in Chaos Theory they never lead to an aborted mission.

Not every mission has an alarm system at all. The ones that DO feature red alarm buttons spaced throughout the installation. If an enemy sees you and survives the experience, you can bet he'll hit the nearest alarm box. You can also trigger alarms by failing at hacking, sticking the wrong face into a retinal scanner, or being seen over a camera.

Alarms put all enemies on full alert for a short time. An alert enemy abandons his usual routine, draws his gun and actively looks for you for a short period of time. When the alarm ends, they return to their normal duties, but there are progressive consequences:



Stages of Alarm

FIRST ALARM:
This one's a freebie. Enemies will come a-running, but afterwards they'll dismiss it as a false alarm.

SECOND ALARM:
Now the guards know something's up. They'll put on body armor, which basically halves the amount of damage they take when shot in the chest.

THIRD ALARM:
Guards add helmets to their body armor, making headshots impossible to achieve unless you can hit them directly in the face.

FOURTH ALARM:
The fourth and final alarm puts every guard in a state of high alert PERMANENTLY.

Note that it doesn't take an alarm to put an enemy into an alert state; an enemy who finds a dead body or a shot-out light, or who thinks he saw or heard you will enter the alert state automatically. But he will not ring an alarm until he is certain.









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3 ADVANCED TACTICS

A ART OF DISTRACTION

When sneaking through a level, the last thing you want to do is get a guard's attention. But when you've decided that you need to remove a guard from his current routine, or lure him to his death, distractions are very effective. For the price of putting a guard on a semi-alert state (which means they'll be quicker on the trigger if they see you), you can trick them into going anywhere you want.



THE WHISTLE BUTTON

...is the simplest distraction. It has been toned down a bit from Pandora Tomorrow, when it could lure any clueless guard to its doom, but it remains highly effective. The best way to use it is to find a dark spot, Whistle, then move to a different area in that dark spot. The guard will go to the source of the sound, and you can smack him from the side, grab him from the back, or just get out of there.



THROWN OBJECTS

...can be found throughout the game's maps, and are similar to whistling, except the guard goes to where the object landed. You can only safely throw objects when enemies' backs are turned or you're in total darkness, for enemies who see the motion are smart enough to trace it to its source. Only pick up objects if you intend to use them immediately; they will make noise when you drop them to draw your gun or open a door.



THE OCP

...can be used to remotely deactivate electrical devices, turning an enemy's attention away from you and towards the malfunctioning object. Lights are a popular target, since they both distract the target and plunge the area into darkness, but be alert: They will come on again, and may flicker on when you least want it. Note that deactivating sound-generating objects like radios can draw attention as well.



ENVIRONMENTAL CHANGES

...tend to draw the attention of guards, although some are more aware of their environment than others. Leaving a door open is one way to draw attention to your presence, but shutting off light sources is usually the best. If you turn off a light, guards will often come over to turn it back on, and you know exactly where they'll be and what direction they'll be facing when they do. One of the easiest ways to catch roaming guards is to flip light switches in areas with only one light source; the guard will come to turn it on again, and you can grab him while he does. Then drag the body away and wait for the next sucker to wander by.

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B DEATH FROM ABOVE & BELOW

MODIFIED!

Alert guards only tend to look to the left and right, but alert players should be well aware of the resources above and below them. Pipes and railings aren't just great ways to hide, but they're fantastic places to set traps. One warning: Don't try to whistle from a pipe or railing, or enemies will know exactly where to look, and you will be a total sitting duck. Instead, make the distraction before you jump up to the pipe or lower yourself down a railing. Then they'll come right where they want you.

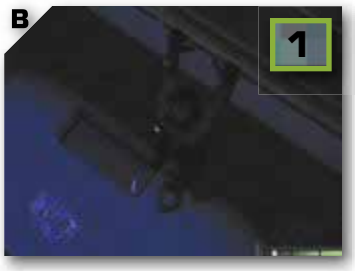
• **PIPES:** Whenever you see a pipe above you, try to reach it with the Jump button. If there's enough room, you can press Jump again to pull your legs up, making it very difficult for enemies to see you. While your legs are up, you can use lethal or non-lethal attacks with the left and right triggers. You can also draw your gun, and if enemies wander close, the Grab Character command will appear (the results are the same as a lethal attack). If you're high above an enemy, you can simply fall on them for a non-lethal KO.



• **SPLIT JUMP:** You don't get many opportunities to use this one, but when you see two walls that are very close together, don't forget about it. Face one side of the wall, have Sam look up, and Jump; Sam will jump from wall to wall, extending his legs to stay up several feet above the ground. From this height you can draw your gun and fire at enemies from an unexpected angle. If it's perfectly dark, enemies may wander beneath you, and you can drop on them with the Crouch button.



• **DROPPING ON FOES:** Good old-fashioned falling ain't fancy, but it does the job. If you're on a level above an enemy, and you can time your fall so you land on him, he'll be KO'd while you land quietly and without damage, no matter how high you're falling from! It doesn't matter how low you're falling from either; if you're higher than your target, and your body would make contact with him, it's an easy KO.





• **PULLING THEM UNDER:** Enemies tend not to look down when they approach a railing, so if you can get beneath one (with the Jump button) and shimmy over to them, you can do a Grab Character command and send them hurtling over for a KO or kill. Use this only against solo enemies; if another is looking, you'll be a sitting duck.



• **WATER KILLS:** (In the PS2 and GameCube versions only). Water kills are both easy to do and very effective. Just stand or crouch in water while an enemy walks by, then grab them for a move that's an instant kill and a body dump in one. You can do this in very shallow water sources, but it is much easier for enemies to see you crouching in shoulder-high water than it is when you're hanging from a railing. This is best used in dark areas only.



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C DOORS & DOOR-BASHING

MODIFIED!

When you come upon a closed door, you have several options. But before you even whip out your trusty old Optic Camera, switch to your Thermal Vision and make sure there's no one on the other side of the door. In Chaos Theory, swinging doors are lethal.

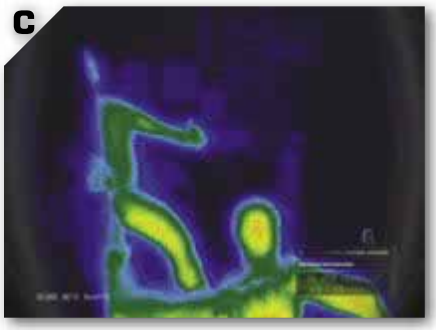
If the door was too thick for Thermals, or lead to a long hallway that you couldn't see much of, use your Optic Camera to survey further. By switching through your visors (all three of which are incorporated in the Optic Camera), you can get a pretty good idea of what's ahead.

If you see signs of life, you have two options. A normal Open Door could get you noticed, but Stealth Open Door makes no noise and allows you to peek through a crack before opening it all the way.

The coolest new option is the Bash Door command. If an enemy is right on the other side, a well-timed door bash will KO him. If there are multiple enemies in the room, they'll be surprised, but won't immediately understand that it was an attack, making it safe to use even against groups. If it's dark, you can even get away with closing the door and doing it again! How often will an enemy be standing right at the door, you ask? Well, that's what the Whistle button is for.

Bash Door is a blast, but it is a bit trickier than it sounds. If you bash the door too soon, you'll miss, and if you do it too late the guard's hand will be on the door to block it. If that's the case, scoot out of the way before he door-bashes you!





D THE POWER OF THE GRAB

There is only one way to disable a character that is completely silent, and that's the Grab Character command. Since this move give you the opportunity to interrogate foes, it's a potential source of useful information, and thanks to Sam's unconventional interrogation techniques, a potential source of dark comedy.

If a guard is standing still or sitting down, and you can get behind him without passing his line of vision, always go for the grab! Move slowly, preferably while crouching (although you can't pull enemies out of a chair from a crouch). If the area has zero ambient noise, draw your gun so you can move without a sound. When you near the guard, holster your gun, and select Grab Character without moving another inch.

If a guard is moving, you have to check the ambient sound level to see if it's possible to match his pace while still staying under the noise level. Watch his path from a dark spot, or provide a distraction so you know exactly where he'll be going. Match his pace, get very close, and then select Grab Character.

Once you have the target, you can do all sorts of fun things with them, including... (SEE NEXT PAGE...)





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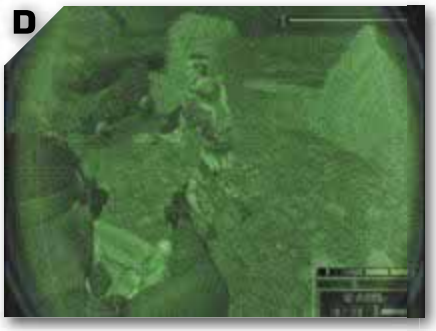
INTERROGATION

If this pops up in the Interaction menu, don't miss the chance to do it. Don't worry about other enemies in the room – no one will hear you (although you may want to drag them into the shadows, in case they look your way). Not everyone has something to say, and nobody will do anything more than grovel the second time you try.



FORCE COOPERATION

While you have a guard at your mercy, you can take him to a device you would need a guard to operate, like a retinal scanner. You can force him to cooperate, but note that he won't necessarily have the clearance to succeed (and if he fails, it will trip an alarm).



HUMAN SHIELD

While holding a guard, draw your SC Pistol with the usual button and fire it or use its OCP normally. You'll continue to hold onto the guard, and if enemies return fire, he might suck up a shot or two before dying (although many enemies are capable of targeting you directly).



ELIMINATE

You've had some good times together, but everything must come to an end. When it's time to part ways, press the left trigger to choke him to sleep, and the right trigger to teach him a lethal lesson about sassing you during interrogation. If you hold down the button the whole time, Sam will throw the body directly over his shoulder for easy transport until you can find a good dumping ground.

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E HIDING THE BODIES

MODIFIED!

Players of previous Splinter Cell games will enjoy the improvement in the game's body-dumping system. In past titles, the game would punish you with an alarm whenever you left a body out in the open. It didn't matter if everyone in the building was dead; somehow, someone always found those bodies.

In Chaos Theory, you are no longer automatically punished for leaving bodies in the open. Another guard has to actually discover the body, so if you've wiped out everyone in an area, you can leave the bodies to rot where they fall. If there's no one to find them, no one will.

Of course, killing every enemy in an area isn't always wise (or even possible), so careful hiding of bodies is still encouraged. The dumping grounds have to be in out-of-the-way locations that guards never visit, because even if it's dark, a guard might still stumble onto it. Closets, bathrooms, and small offices are best, but a dark corner in even a heavily traveled room will do in a pinch. If the room was lit when you found it, don't just turn off the lights, as guards will turn them back on. Shoot out the lights, and make sure to dump the body in an area that is as far from the light switch and shot-out bulb as possible.

E



F SAVING & HEALING

MODIFIED!

1 THE SAVE SYSTEM

In previous Splinter Cell games, you could only save at specific checkpoints, but in Chaos Theory you can save anywhere. This is a glorious thing, but there is a bit of danger in it. As handy as the "Quick Save" feature is, if you always use the same file you may end up saving just as an armed foe turns a corner to see you, or as an enemy is about to set off an alarm. You may also have botched an objective without realizing it. It's common-sense stuff, but video game strategy guide authors are bound by law to say it in every book: Save often, and on alternating files.

In the PlayStation 2 and GameCube versions, you have only one possible save file, but the game automatically saves checkpoints throughout the level, so you needn't be so conscientious about your saves.

2 HEALING & MED KITS

You can't take healing items with you, but you can find Med Kits in nearly every level. They tend to be in bathrooms and kitchens; apparently terrorist OSHA codes are pretty strict about Med Kit placement. Each kit contains several doses of juice that can recover a certain amount of health that corresponds to the difficulty mode in which you're playing the game. On Normal Difficulty, a Med Kit will recover all your health; on Hard, you'll recover 50% for every Med Kit you use; and, on Expert, a Med Kit will replenish 25% of your health.

2





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4 SAM'S GEAR

SAM'S GEAR

OPSAT

MODIFIED!

The OPSAT contains everything you need to know about the current mission, and should be the first thing you check if you become lost or stuck. If playing the Xbox or PC version, remember that using the OPSAT doesn't pause your game (as it does in the PlayStation2 and GameCube version), so only fire it up when you're in a safe place. Its functions include...



OPSAT Functions

GOALS:
A list of all your objectives in the level, constantly updated with new directives. Scroll to the left and right to see them all.

NOTES:
Information you've learned from the Third Echelon team, as well as any useful tidbits you've gathered from interrogating or eavesdropping on your enemies.

DATA:
Everything that you've learned from e-mail and other data sources throughout the level.

MAP:
A 3D map of your current area, based on the information available to Third Echelon.

EQUIPMENT:
Detailed descriptions of all the gear you began this mission with.

SC PISTOL

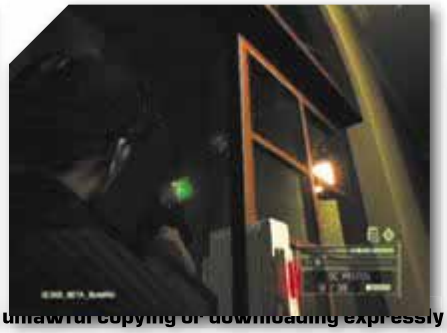
MODIFIED!

The SC Pistol is Sam's primary weapon. In combat, it is more accurate than the SC-20K (without the foregrip), making it ideal for headshots and shooting out light bulbs. The silencer is very effective, often keeping the report below ambient sound levels, but missed shots can still cause a lot of noise. Sam gets the SC Pistol and at least one 20-round clip in every mission, and the OCP is always included.

OCP ATTACHMENT: The left trigger activates the OCP mounted on the SC Pistol, which can temporarily interfere with electronic devices. The OCP is completely silent (although the crackle and sputter of the damaged device may not be). When the OCP has been aimed successfully, a green light will flash, while a red light means your aim was off or the interference had no effect on that target. Generally any light fixture or machine can be affected by the OCP; if you aren't sure, scan the target with your EEV. The crosshairs icon will confirm it is a valid target.

The interference caused by the OCP only lasts a short time; you can see how long by checking in the lower right hand corner of the screen. If you miss, you will also need to wait a few seconds for the gun to recharge.







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SC-20K

MODIFIED!

The SC-20K modular assault rifle is a stunningly versatile weapon, and is part of Sam's kit in every game mission. Its standard features include a scope (one level of zoom) and a silencer, although it is roughly three times louder than the SC-Pistol. The SC-20K can empty its 30-round clip in only a second or two, but it is best to fire in single shots or very short bursts. Sustained fire is less accurate (you'll notice your crosshairs widening) and wastes ammo, but may be necessary when dealing with guards who are wearing full body armor. When using the scope, Sam can hold his breath to steady the wandering crosshairs with the L trigger.

The versatility of the SC-20K comes from its four optional attachments. Sam can't carry much gear, so he is limited to two attachments per mission. In early missions, you will always have the Launcher and Foregrip Attachments, but certain kits in later missions contain the Sniper and Shotgun Attachments.



• FOREGRIP ATTACHMENT



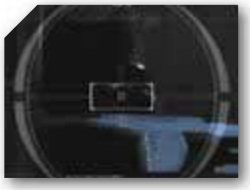
This SC-20K reconfiguration allows for far more accurate shooting. You'll notice your crosshairs get smaller when this is equipped, reflecting the added precision. Don't forget to switch back to this after you use your Launcher!

• LAUNCHER ATTACHMENT



This attachment can be used to fire such non-lethal projectiles as Airfoil Rounds, Sticky Shockers, Sticky Cameras, and Gas Grenades. When this attachment is equipped, you can fire whichever of the above projectiles has been selected with the left trigger. (The right trigger will fire bullets, as usual.)

• SNIPER ATTACHMENT



The Sniper Attachment usually comes with 12 20mm armor-piercing rounds and a very high-powered scope. When it is equipped, it will replace your SC-20K's usual scope, and you will fire a sniper round instead of an SC-20K round whenever you use the scope (it cannot be fired without using the scope).

In addition to the obvious range advantage, sniper rounds are stunningly powerful. They can kill any man in one shot, regardless of armor, and can even penetrate light cover. The Sniper Attachment is the only weapon that can destroy certain vehicles later in the game. The Sniper Attachment is very loud, so it is difficult to maintain a concealed position against multiple foes.

• SHOTGUN ATTACHMENT



This gives the SC-20K the functionality of a semi-automatic Shotgun, which can be fired with the left trigger. It typically comes with 14 rounds, 7 of which can be loaded at once. The Shotgun is lethal, even against armored foes, but only effective at close range. Fortunately, the SC-20K still functions as normal, giving you a versatile offense. Note that the Shotgun is the loudest weapon in the game, and can be a serious liability when stealth is called for.

LAUNCHER PROJECTILES

• AIRFOIL ROUNDS



This non-lethal bullet can be used to bowl over its target, usually KO'ing him instantly if fired into the head or chest. It is very effective at close range and gives off very little noise, making it an ideal weapon for picking off one enemy when others are within earshot.

• STICKY SHOCKERS



The Sticky Shocker electrocutes its target, and will always KO its target if it hits anywhere on his body. You can hit multiple targets with a single shocker if you fire it into a water source, but its efficacy may be diminished (enemies may be stunned instead of KO'ed). Quiet and reliable, Sticky Shockers are nearly perfect weapons. Save them for the most difficult situations.

• STICKY CAMERAS



The Sticky Camera is incredibly versatile. You can fire it down a T-intersection just to see what's down the hallways, then pick it up again and reuse it. You can fire it near guards who are in your way, and lure them away from their positions with the noise-maker, one of the game's most effective distractions. If they're dumb enough, the noise-maker can even lure guards right into a burst of knock-out gas, which every Sticky Camera can use once. Of course, smarts won't help if you fire it near a guard and let loose the gas immediately, using it like a short-range Gas Grenade. (Note that once you've fired the gas, a Sticky Camera cannot be recovered.)

If you're ever stuck because you can't get by a guard or group of guards, the Sticky Camera can almost always provide a solution. They're the get-out-of-jail-free cards of Splinter Cell.

• GAS GRENADES



Gas Grenades are fired like bullets from the Launcher (not thrown, like other grenades), which lets you bank them off of objects to hit enemies who are down a corner or behind cover. They don't make a lot of noise, so if you can fire one inconspicuously, your enemies may not even notice it. The non-lethal knock out gas spreads over a fairly wide area (enough to cover a small room, like an office, but not a large warehouse or anything), so it's ideal against multiple foes. Note that the gas damages Sam too, so he will have to wait a few seconds for it to disperse before traveling through the area.

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OTHER EQUIPMENT

• FRAG GRENADES



These are standard, low-tech grenades that explode a few seconds after being thrown. In a game like Splinter Cell, where stealth is important, it is very rare that you can afford to set off a massive, noisy explosion, so they are primarily useful when you are locked in a firefight with guards who are already aware of you.

Your enemies aren't stupid; when they see a grenade, they usually run. Use them to flush enemies out of cover, and be ready to gun them down when they dive out of the grenade's path.

• FLASH GRENADES



Flash Grenades explode in a blinding burst of phosphorescence, stunning all nearby enemies for a few seconds. If Sam is facing towards the grenade when it explodes, you can prepare to get blinded yourself, especially if you're wearing Night Vision! So always look away, and use Normal or Thermal Vision only.

If you're trying to get out of a tight spot, don't think you can drop a Flash Grenade and run away. The stun won't last long, and your enemies will quickly set off an alarm and pursue. Instead, use those few seconds of effect to run over and KO or kill your defenseless foes. If you really want to interrogate someone but they're positioned in a place that makes it impossible to get behind them, a Flash Grenade is a good way to set them up for an easy grab.

• SMOKE GRENADES



Unlike Flash Grenades, Smoke Grenades are ideal for making quick escapes. If a bunch of enemies are guarding a door and there's no good way to distract them, you can always toss a Smoke Grenade and run on through the confusion. Many enemies will not consider Smoke Grenades a hostile attack, and they will often not result in alarms being tripped.

• WALL MINES



Wall Mines are lethal traps that explode when they sense motion within a six foot radius. Occasionally Sam will get these with his starting gear, but in most missions the only way to get them is to disarm the ones enemies have left for you! To disarm a Wall Mine, move slowly up to it (a controlled crouch-walk is best), and highlight Disarm in the Interaction menu. When the Wall Mine flashes green or red in either Normal or Hard Difficulty (in Expert Difficulty it must flash green only), release the button to confirm the selection. If it isn't green or red (or, again, green in Expert) in the instant you officially give the Disarm command, the terrorists will be mopping up your blood and brain matter for weeks.

Wall Mines are not terribly effective as weapons. The problem is, most enemies move slowly enough to avoid setting them off, and when they do work the explosions may set off alarms. You can plan complicated traps, like setting one in an enemy's path and throwing something to set it off, but at that point you have to ask yourself, "Why not just shoot the guy?"



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COOP MODE INTRODUCTION

Splinter Cell: Chaos Theory brings an all-new gameplay experience to the table—cooperative play. In COOP mode, you work side-by-side with another agent-in-training to infiltrate enemy compounds and fulfill objectives even a seasoned Splinter Cell couldn't complete on his own. The ability to perform COOP moves and employ team tactics adds a unique thrill to each mission and presents you with a wealth of tactical options. Will you stick close to your partner or split up to cover more ground? Should one agent distract a guard while the other sneaks past, or will you decide to employ a more direct approach? The possibilities are limited only by your imagination.

A CONNECTION OPTIONS

Your connection options vary, depending on the platform you're playing on.

System Options

XBOX:
Split-screen, System Link, Xbox Live.

PC:
Split-screen, LAN, Online.

PS2:
Split-screen only.

GCN:
Split-screen only.

LAN/System Link

This connection option is supported by the Xbox and PC.

For the Xbox, you must hook two systems up to two separate TV's and use a proper network cable to link the systems together. Please review your Xbox instruction manual to learn how to link it to another system.

For LAN play on the PC, you must use a proper network cable to connect two computers together.

Online

This connection option is available to the Xbox and PC.

For the Xbox, you must have an active Xbox Live account and your system must be connected to the internet in order to play COOP mode online.

For the PC, you must have an active connection to the internet. High-speed connections provide the best online experience.

Split-Screen

This connection option is supported by all platforms. The screen is split vertically—Agent 1 appears on the left, and Agent 2 on the right. You must have two controllers connected to your system in order to play COOP mode in Split-screen.



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B GAME MODES

For the Xbox and PC versions of the game, there are three different game modes available in COOP play:

Mode Breakdown

STORY:
Play through each mission in order. You must complete one mission before you can play the next.

MISSION:
Play the missions from Story mode in any order you like. You can only play the missions you've unlocked in story mode.

ELITE:
Same as Mission mode, except you're restricted to non-lethal weapons. This mode becomes available after Story mode has been completed.

For the PS2 and GCN versions, you must play through each COOP mission in order. The missions are divided into four or five areas, and your progress is saved at the end of each area. Once you've unlocked a mission/area, you're able to revisit it at any time. (Similar to the Xbox/PC version's "Mission" mode.)

C COOP MODE TRAINING

Most of the controls and gadgets used in Solo mode remain the same in COOP mode. However, there are a few exceptions:

* Agents can't whistle. Instead, the function of the Whistle button changes to allow agents to perform COOP moves.
* Agents are unable to use EEV and therefore cannot hack into computers from range.
* The SC Pistol's OCP attachment has been modified—you must now hold the trigger down in order to disable electronic devices. While in use, the OCP's charge slowly drains. It refills automatically after use.

- TIP -

When using the OCP in COOP mode, you can rapidly tap the Secondary Fire trigger to conserve the OCP's charge and disable electronic devices for extended periods of time.

COOP MOVES

Teamwork is the name of the game in COOP mode. Many obstacles cannot be overcome unless both agents work together. Here we discuss the different COOP moves the agents-in-training can perform at any time during COOP play.

1 BOOST

This COOP move allows an agent to reach high ledges and pipes they're unable to reach with a normal jump.

To initiate a Boost, one agent must crouch and press the COOP Action button.

To complete the move, the other agent must stand in front of his partner and press the COOP Action button. The boosted agent automatically grabs onto the ledge or pipe above.





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2 HUMAN LADDER

This COOP move allows one agent to help his teammate reach a high ledge. It is often performed in combination with a Boost.

To initiate a Human Ladder, one agent must press the COOP Action button while hanging in the ledge-grab position.

To complete the move, the other agent must stand below his partner and press the COOP Action button. The agent then climbs up his teammate, using his body as a ladder to reach the ledge above.

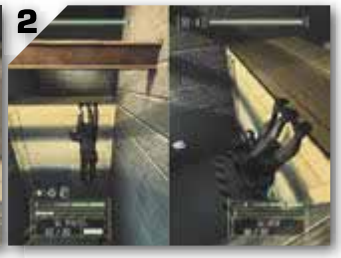
3 TOMOE NAGE

This COOP move allows one agent to throw his teammate across wide gaps and low obstacles. The Tomoe Nage can also be used as an attack to knock out unsuspecting guards.

To initiate a Tomoe Nage, one agent must press the COOP Action button while standing. (Not crouching.) After pressing the button, the agent is able to adjust the aim by positioning the targeting reticule that appears. If the reticule becomes red, the Tomoe Nage cannot be completed.

To complete the move, the other agent must approach his teammate and press the COOP Action button. The player is then thrown by his teammate.









CONTEXTUAL COOP MOVES

While the normal COOP moves we've just described can be attempted at any time, contextual COOP moves can only be performed at certain points in the game. Unlike normal COOP moves, these context-sensitive ones are both initiated and completed when the agents select the appropriate actions in their HUD Interact menus. (Instead of using the COOP Action button.)

1 DUAL RAPPELLING

This contextual COOP move allows one agent to rappel downward while his teammate controls the rope from above.

To initiate a Dual Rappelling, one agent must press the Interact button when the "Initiate Rappelling" action appears in his HUD Interact menu.

To complete the move, the other agent must approach his partner and select the "Complete Rappelling" action in his HUD Interact menu. The agent then grabs onto his partner's rope and begins to rappel downward.

A Dual Rappelling can also be completed if the agent moves near his teammate's extended rope and selects the "Complete Rappelling" action from his HUD Interact menu. This allows the agent to climb back up his partner's rope.





- TIP -

The agent controlling the rope can move side to side by pressing the Fire and Secondary Fire triggers. The rappelling agent can use his weapons as normal.



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2 HANGOVER

The Hangover is similar to the Dual Rappelling COOP move. It allows one agent to lower his teammate on a rope connected to his ankles, usually through a trapdoor in the ceiling. Once lowered, the suspended agent may perform a variety of different actions.

To initiate a Hangover, one agent must press the Interact button when the "Initiate Hangover" action appears in his HUD Interact menu.

To complete the move, the other agent must approach his partner and select the "Complete Hangover" action in his HUD Interact menu. The agent then lowers his partner on a rope, using the triggers to raise and lower him.

Once suspended, an agent is able to hack into nearby objects, such as computers or keypads. If a guard suddenly approaches, the agent can try to hide by performing an inverse crouch. (Press and hold the Secondary Fire trigger.) If an unaware guard moves close enough, the agent can perform an inverted neck snap by selecting the "Grab Character" action in his HUD Interact menu. The agent can also use his SC Pistol and its OCP attachment if necessary.







3 STAND ON SHOULDER

This contextual COOP move allows one agent to stand on his teammate's shoulders to reach and interact with elevated objects.

To initiate the move, one agent must press the Interact button when the "Initiate Climb Shoulder" action appears in his HUD Interact menu.

To complete the move, the other agent must approach his partner and select the "Complete Climb On" action in his HUD Interact menu. The agent then climbs onto his partner's shoulders and may interact with the elevated object.







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SYNCHRONIZED ACTIONS

Some puzzles require both agents to perform a specific action at the exact same moment. Examples include diffusing bombs or forcing a couple of guards to open a door that's locked by a pair of retinal scanners. Agents must coordinate with one another in order to successfully complete synchronized actions.

- TIP -

Synchronized actions are simplified when playing COOP mode online without a headset.



SHARING EQUIPMENT

Agents are able to share gadgets with each other in COOP mode. One agent simply needs to equip the gadget he wishes to share with his teammate, approach him and then press the Interact button when the "Share Equipment" action appears in his HUD Interact menu. All gadgets marked with a dot in the quick inventory can be shared.

HEALING TEAMMATES

Death isn't immediate in COOP mode. Instead, an agent falls unconscious when his health bar becomes empty. The agent's teammate then has about 30 seconds to revive his critically wounded partner with an adrenaline shot, which restores about half the wounded agent's health. Each agent carries two adrenaline shots.

SHARING VIEWS

When one agent uses a sticky camera, the other is able to select the "Accept View Sharing" action from their HUD Interact menu by pressing the Interact button. This allows both agents to view the camera feed, which can be useful when playing online.







COMMUNICATION SYSTEM

When playing COOP mode online, you must be able to communicate with your teammate in some fashion. Communication is vital when you're trying to perform COOP moves or synchronized actions. If you don't have a headset, you must use alternative voice communication.

1 HEADSET

A headset is the best way to communicate with your teammate when playing COOP mode online. It allows you to keep in constant contact with your partner throughout each mission. Purchase a proper headset for your system if you want the best online COOP experience.

- The voice detection feature allows nearby guards to hear you when you speak through your headset. Try not to talk too loudly when guards are near.
- You can distract nearby guards by talking loudly over the headset if you like.
- You can deactivate the voice detection feature in the online options menu if you wish.
- The voice detection sensitivity can also be adjusted in the online options menu. The default value (50) is a detection radius of about two meters (in-game) when speaking normally.

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2 ALTERNATE VOICE

Alternative voice communication is the only way to speak to your online COOP partner if you don't have a headset. You can only communicate in this fashion while attempting certain COOP moves. When one agent initiates a COOP move, a voice is automatically sent to the other agent, telling him that his partner is in position for a COOP move. A communication is also sent when the move is completed. When one agent's health bar becomes empty, a communication is sent to his partner, telling him that his teammate needs help.

When attempting a Dual Rappelling COOP move, the rappelling agent can issue the following communications to his teammate:

Dual Rappel Coms

LEFT:
Click and hold the left thumbstick, then press to the left.

RIGHT:
Click and hold the left thumbstick, then press to the right.

STOP:
Release the left thumbstick.

When attempting a Hangover COOP move, the suspended agent can issue the following communications to his teammate:

Hangover Coms

UP:
Click and hold the left thumbstick, then press upward.

DOWN:
Click and hold the left thumbstick, then press downward.

STOP:
Release the left thumbstick.

- TIP -

Synchronized action puzzles are simplified when playing online without a headset. Since you can't communicate with your partner, you aren't required to perform synchronized actions at the exact same time.

MISSION STATISTICS

You're able to review your team's statistics each time you complete a COOP mission. These stats include the number of enemies and civilians both agents killed, injured or knocked out during the course of the mission, among others. Each agent's stats are complied to give individual scores for the mission.

Keep the following in mind if you're trying to earn a perfect score:

- You cannot kill or injure guards or civilians. You can only knock them out.
- You cannot be identified as an intruder or sound any alarms.
- You must complete all primary, secondary and opportunity mission objectives.



D ABOUT THE WALKTHROUGH

The mission walkthroughs for the Xbox/PC and PS2/GCN versions of COOP mode have been streamlined to show you the quickest paths through each mission while maintaining a perfect score. There will always be loads of other paths to take and tactics to try, which is half the fun of COOP play. We encourage you to experiment, but should you become stuck or lost, we've provided the answers in the following pages. Enjoy!

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VERSUS MODE INTRODUCTION

Making its triumphant return from Pandora Tomorrow, the Versus mode in Chaos Theory has been overhauled and improved in nearly every way. There are loads of all-new moves and gadgets, and many of the gadgets from the previous installment have been modified and improved upon. Chaos Theory's Versus mode also features environments that evolve as the game progresses, providing a greatly enhanced online experience from Pandora Tomorrow.

While the host of new gameplay elements add a lot of fun, the revolutionary premise of Versus mode remains the same—a team of Shadownet spies must infiltrate various compounds, trying to complete their objectives while an opposing team of ARGUS PMCs (mercenaries) aims to stop them at all costs.

- NOTE -

Like the "Basic Training" portion of this guide, we've labeled the NEW and MODIFIED game elements here to enhance the browsing convenience of Versus mode vets.

A XBOX GAME MODES

On the Xbox and PC, each Versus map can be played in any one of the following game modes: Story, Disk Hunt or Deathmatch.

STORY MODE

In Story mode, the spies must sneak about and complete their objectives before time runs out. The mercenaries must defend the objectives and thwart the spies' progress until time expires. If one team manages to eliminate the other, the surviving team wins the game. There are three different types of objectives in Story mode:

1 BOMBING



A spy must position himself in front of the objective and place a bomb. A countdown then begins and the bomb detonates when it reaches zero. Mercenaries must protect these objectives from spies. If a spy has placed a bomb, a mercenary must find and deactivate it by removing the bomb or shooting it.

2 EXTRACTION



A spy must position himself in front of the objective (usually a computer server) and steal the hard disk. The spy must then bring the hard disk to a Drop Zone (data transfer briefcase) to complete the objective. Mercenaries must protect these objectives from spies. If a spy steals a hard disk, a mercenary can still recover it by eliminating the spy before the drop is made.

3 NEUTRALIZATION



A spy must position himself in front of the objective (usually a computer terminal) and hack into it. This may take several seconds, but the spy can stop hacking at any time and then return later to pick up where he left off. Mercenaries must guard these objectives from the spies.

- NOTE -

On the PS2, the player can choose which type of game mode he wishes to play: Neutralization, Extraction or Sabotage. (Similar to Bombing.) Some maps only allow you to choose from one or two of these modes—others allow all three.

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DISK HUNT MODE

NEW!

In Disk Hunt mode, the spies must locate and collect a certain number of disks, which are placed randomly about each level in a number of possible locations. The spies win if they collect the required number of disks or if they manage to eliminate the mercenaries. When a mercenary kills a spy, all disks he had collected are lost and must be found again.

DEATHMATCH MODE

MODIFIED!

Deathmatch mode is an all-out bloodbath with no objectives for spies to complete. Instead, the requirements for victory are simple: survive the match and eliminate the opposing team. A few rules do apply:

- **In a Deathmatch, spies are restricted to only one gadget—the Flashbang Grenade.**
- **The mercenaries are also restricted to one gadget—the Flare.**
- **Mercenaries cannot use their EMF Vision, Motion Vision or Laser Sight—they only have access to their Torchlight.**
- **Mercenaries are also unable to perform berserk attacks. (The charge attack and the weapon slam.)**

B VERSUS MAP FEATURES

There are a number of things to know about the maps in Versus mode. Here we discuss the key components of each map.

ENHANCED REALITY

These Enhanced Reality (ER) icons appear on your HUD. They provide useful information to both spies and mercenaries. Use them to help you locate objectives and other objects in the environment. The information displayed near objective ER symbols tells you how far away the objective is. For Neutralization objectives, the information toggles to show how much progress the spies have made in neutralizing the objective in percentage form.



NEUTRALIZATION



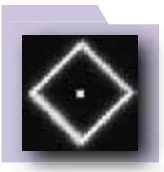
BOMBING



EXTRACTION



DROP ZONE



TRIGGERED ALARM

- TIP -

Spies can use their Binoculars to view all ER symbols and attain more information about each one.

PASSIVE DEFENSES

There are three types of passive defenses: Surveillance cameras, motion detectors and lasers. Mercenaries cannot trigger these defensive devices—they only detect the presence of spies.

When a spy is detected by a passive defense device, an alarm sounds and the mercenaries become aware of his location. The current area may also become sealed-off while the alarm sounds, and all Neutralization and Extraction objectives become locked for a time.

Spies can temporarily disable all three types of passive defenses using their Sticky Shockers or Chaff Grenades. The mechanisms give off smoke and electricity while disabled. A general warning is sent to the mercenaries each time a spy disables a passive defense device, but they are not told which device has been disabled or where the spy might be.

DEFENSE TYPES

SURVEILLANCE CAMERAS:
A spy triggers a surveillance camera by walking into its "cone of vision." They emit a unique sound that can warn alert spies of their presence.

MOTION DETECTORS:
A spy triggers a motion detector simply by moving anywhere near the device. These are the most hampering passive defenses as they're tough to see and avoid. Their lights flash green when nothing is detected and red when they detect an intruder.

LASERS:
A spy triggers a laser by making contact with it. Lasers can be seen quite clear in Thermal Vision and are usually located in doorways, hallways and near objectives.

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HEALTH AND AMMO STATIONS

Health and Ammo Stations are found in every Versus map. They can be used indefinitely. Spies and mercenaries alike can use a Health Station to recover their health. Ammo stations can be used by mercenaries to replenish their weapon's ammunition. In the PS2/GCN version of the game, spies can use Ammo Stations during Sabotage missions to restock their supply of hacking modems.



VS. TRAINING: SPIES

Shadownet spies are like Splinter Cells—they must move forward without being detected, analyze their environment and complete their objectives, striking at their foes from the shadows only when necessary. Spies aim to leave no trace of their presence, and thus they are equipped with non-lethal weaponry and stealth-based gadgets.

SPY ABILITIES

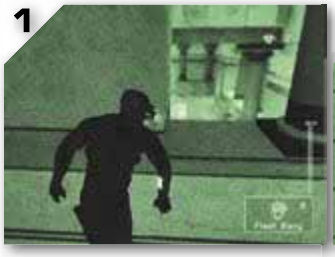
Most of the spy's moves and abilities revolve around stealth and therefore are very similar to Sam Fisher's. Here we focus on the advanced moves and abilities that are vital to the Shadownet spy's success.

1 BACK-TO-WALL

Spies can press their backs walls to reduce their profile and make themselves harder to see. Simply face a wall and press the Action button to press your back to the wall.

You can creep along the wall in this position. When you want to move away from the wall, press the Action button again or draw your weapon.

When peering around the corner of a wall, you can draw your Sticky Shocker to shoot targets around the corner without exposing yourself to return fire. You can also fire gadgets from the Sticky Shocker in this position.





2 ELBOW SHOT

An alert mercenary is very dangerous, especially at close-quarters combat. Spies can perform Elbow Shot attacks to knock mercenaries backward, creating an opportunity to escape. Press the Fire trigger to execute an Elbow Shot when facing a mercenary in melee combat.

3 GRAB

Spies can sneak behind mercenaries and grab them by pressing the Action button. Once you've grabbed a mercenary, he is at your mercy. You can snap his neck by pressing the Action button a second time or knock him to the ground by pressing the Fire trigger. If you do nothing, the mercenary will eventually die from suffocation.

- NOTE -

You can talk trash to a mercenary you've grabbed by pressing the Hack Communications button—a great way to add insult to injury.

4 LEDGE GRAB

NEW!

A spy that's clinging to a ledge or walkway can grab mercenaries that walk past and pull them off. This new move is called a ledge grab, and it's absolutely lethal. Once in position, simply press the Action button when an unsuspecting mercenary moves past to perform a ledge grab. And don't forget to press the Hack Communications button to talk some trash while performing the move!

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5 WALL JUMP

Wall jumping allows spies to reach high ledges they couldn't reach with a normal jump. To perform a wall jump, simply run toward a wall and press the Jump button.

- NOTE -

You can only wall jump off of certain walls.

- If there's a higher ledge you can reach, you will run up the wall and grab onto the ledge.
- If there's no ledge above, you will instead push off the wall and perform a back flip.



TEAM MOVES

NEW!

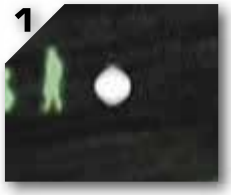
In Chaos Theory's Versus mode, spies can help each other out by performing Team Moves to clear obstacles and reach otherwise inaccessible areas. These moves are similar the ones available in COOP mode and are only found in the Xbox/PC versions of the game.

1 BOOST

Whenever the spies see this icon, they should look up—there's something above them they can reach by performing a Boost. One of the spies must press the COOP Move button to initiate the Boost. The other spy must approach his teammate and press the same button to complete the move. Working together and performing Boosts can help the spies gain a tactical advantage over the mercenaries.

- NOTE -

Spies can only perform a Boost when the Boost icon appears in the lower-left corner of the screen.



2 HUMAN LADDER

After performing a Boost, the spies may perform a Human Ladder so that both players can reach the elevated area. The spy hanging in the ledge-grab position must press the COOP Move button to initiate the Human Ladder. The spy below must press the same button to complete the move. The spy then climbs up his teammate, using his body as a ladder to reach the ledge above.



TEAM ABILITIES

NEW!

In Chaos Theory's Versus mode, spies can help each other out by performing team abilities.

NURSING:
Spies can heal one another by facing each other and selecting the appropriate action in their HUD Interact menu.

SHARING GADGETS:
Spies can also share gadgets. One spy must simply equip a gadget, face his teammate and select the appropriate action in his HUD Interact menu.

DEVICE REMOVAL:
If a spy has been tagged by a mercenary's Spy Finder, his teammate can remove the device. The spies must face each other and select the appropriate action in their HUD Interact menu.

SPY WEAPONRY



STICKY SHOCKER

Spies aren't supposed to engage their enemies directly—their purpose is to sneak about and complete their objectives without leaving a trace. To help them accomplish this task, spies carry only one non-lethal weapon—the Sticky Shocker.

The Sticky Shocker fires electrical pulses that temporarily stun anyone hit by them. Spies can fire a limited number of consecutive pulses before the Sticky Shocker becomes completely discharged. The weapon automatically recharges in the course of time.

The Sticky Shocker's electrical discharges can also be used to disable electronic devices, such as surveillance cameras, motion detectors and lasers. This helps spies to slip past passive defenses.

The Sticky Shocker's secondary fire option allows spies to fire Smoke and Chaff Grenades, Sticky Cameras, and other stealth-based gadgets.

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SPY GADGETS

Like their moves and abilities, the spies' gadgets also revolve around stealth, and are very similar to those used by Sam Fisher. Here we focus on the gadgets available to the Shadownet spy.

- NOTE -

You may only bring four types of gadgets with you into each game. Select the gadgets you prefer at the Versus mode options menu.

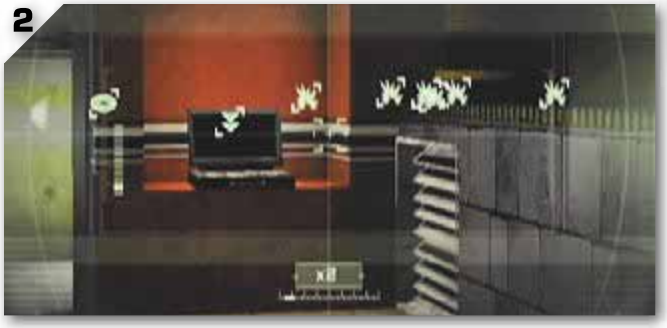
1 ALARM SNARE



Alarm Snares are handy gadgets that allow spies to fool mercenaries into thinking a passive defense has been triggered. Firing an Alarm Snare near a passive defense device (surveillance camera, motion detector and or laser) triggers the Alarm Snare, enticing mercenaries to investigate the disturbance. The Alarm Snare then emits a series of noises to deceive the mercenaries into thinking there's a spy somewhere nearby. Use Alarm Snares to set traps for mercenaries or to get them to move away from an objective you want to complete.

2 BINOCULARS

The spies' Binoculars are similar to Sam Fisher's and just as handy, though in different ways. Double-click the right thumbstick to equip the binoculars and view distant objects. Press up or down on the D-pad to zoom in or out. You can also switch between the different vision modes while using the Binoculars if you like. You can lock onto an objective by targeting it with the Binoculars and pressing the Action button. This removes all other Enhanced Reality objective icons from your HUD, allowing you to focus on the one you're trying to reach.



- TIP -

If you target a mercenary with the Binoculars, you can intercept his headset communications.

3 CHAFF GRENADE



Chaff Grenades emit a cloud of electromagnetic particles when they explode. These particles disrupt and temporarily neutralize electronic devices, making them ideal for use against passive defenses. Chaff Grenades also disrupt the mercenaries' Motion and EMF Vision modes.

4 FLASHBANG GRENADE



As their name implies, Flashbang Grenades emit a brilliant flash of light and a thunderous noise when they explode, temporarily blinding and deafening anyone nearby. They can be used to make mercenaries vulnerable or to help you escape a dangerous situation—just be sure you aren't caught in the blast!

5 HEARTBEAT SENSOR

NEW!



The Heartbeat Sensor connects to the Sticky Shocker and allows you to detect heartbeats in the area you're aiming at. This allows you to detect mercenaries hidden in shadows, for example. When a mercenary has been detected, he appears on your HUD radar.

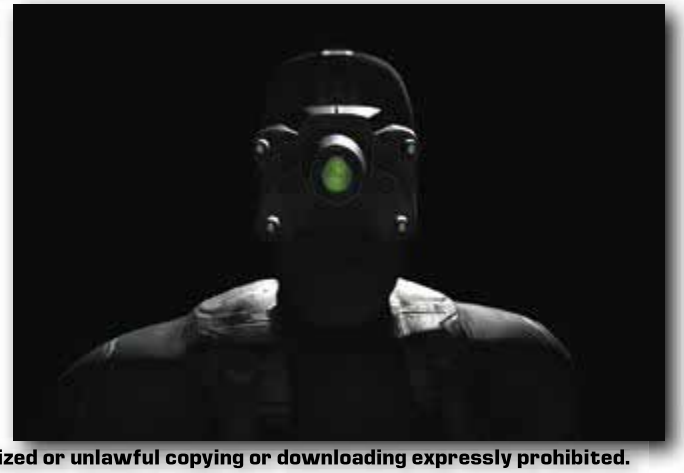
6 SMOKE GRENADE



Smoke Grenades emit a cloud of thick, hazardous fumes when they explode. The smoke produced allows spies to move forward without being detected. It also slows and hampers any mercenary caught in the fumes. Smoke Grenades can be used to make the mercenaries vulnerable or to help you escape a dangerous situation.

- NOTE -

Mercenaries can use their Gas Masks to nullify the harmful effects of Smoke Grenades.



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7 SPY BULLETS



The Spy Bullet is one of the most useful gadgets at the spy's disposal. As a spy, it's absolutely crucial that you learn to incorporate its uses into your gameplay with professional zeal. When equipped, you can fire a Spy Bullet from the Sticky Shocker by pressing the Secondary Fire trigger.

- If the Spy Bullet strikes a mercenary, the mercenary is displayed on your HUD radar until his teammate removes the device.
- If the Spy Bullet strikes a wall, it works as a motion detector—any mercenary that moves near the Spy Bullet appears on your HUD radar.

- TIP -

You can intercept the headset communications of a mercenary you've tagged with a Spy Bullet by pressing the Hack Communications button.

8 STICKY CAMERA

MODIFIED!



The spies' Sticky Cameras are very similar to the ones Sam Fisher uses. When equipped, you can fire a Sticky Camera from the Sticky Shocker by pressing the Secondary Fire trigger. You may then view the environment through the Sticky Camera's lens, switching between vision modes as necessary. You can zoom in and out with the left analog stick and pan the view using the right analog stick. If a mercenary moves close to the camera, you can release a jet of gas to knock him out.

The Sticky Camera has been modified in Chaos Theory. You're now able to retrieve Sticky Cameras you've placed, unless you've activated its gas jet. Furthermore, you can consult the last Sticky Camera you've placed at any time by pressing up on the D-pad. These improvements add even more value to this highly versatile device.

9 THERMOPTIC CAMOUFLAGE SUIT

NEW!



Perhaps the spy's most useful new gadget is the Thermoptic Camouflage Suit. Once equipped, simply press and hold the Secondary Fire trigger to activate the suit's Retro-reflective Projection Technology (RPT) and become almost completely invisible! This gadget is only available in the Xbox/PC versions of the game.

The Thermoptic Camouflage Suit steadily consumes energy while active, so its potency is somewhat limited. Furthermore, your energy bar must be fully charged in order to activate the suit.



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VS. TRAINING: MERCENARIES

ARGUS PMCs (mercenaries) are like high-tech security guards—they must hunt down the spies, locate them and then eliminate them by any means necessary. Mercenaries can be thought of as the predators of Versus mode, and the spies as their hard-to-catch prey.

The top priority of every mercenary is to protect the objectives in each level from the spies. Mercenaries are therefore armed to the teeth with powerful weaponry and state-of-the-art offensive and detection gadgets.

MERCENARY ABILITIES

ARGUS PMC abilities are quite different from the spy's. Mercenaries favor direct combat over stealth, and therefore do not possess many of the spy's stealth-based tactics. Instead, mercenaries are adept at hunting their prey and using brute force to eliminate them. Here we focus on the moves and abilities that are vital to a mercenary's success.

1 BERSERK ATTACKS

NEW!



In Chaos Theory's Versus mode, mercenaries are deadly at both long-range and close-quarters combat. They can now execute Berserk attacks that knock spies to the ground, making them prime targets for lethal finishing moves. There are two different types of Berserk attacks:

CHARGE:
Press the Action button while moving to perform a charge attack.

WEAPON SLAM:
Press the Action button while stationary to perform a weapon slam on any nearby spies.

After knocking a spy to the ground, you can kill them with a finishing move. Get close to the spy's head and press the Action button to jump on top of him. Press the Action button a second time to eliminate the spy. Naturally, you can press the Hack Communications button to let the spy know who's boss while you do this.

- TIP -

While Berserk attacks are highly effective, you momentarily become disoriented after performing one. Try not to miss or the spy will likely take advantage.

2 CROUCH AND SNEAK

Though mercenaries generally favor assault tactics, it can often be advantageous for them to sneak about. This is a sound plan when tracking a spy that's unaware of the mercenary's presence, for example.

Press the Crouch button to crouch. You can sneak about by moving while crouched. Moving in this fashion quiets the noise of your footfalls, making it tougher for spies to detect you.

3 PUPIL ADAPTATION

Mercenaries don't have access to Night Vision, so when they enter a dark area, it is virtually impossible for them to see anything. However, if a mercenary remains motionless or moves very slowly, his pupil naturally dilates after a few seconds, allowing more light to enter his eye. This slightly improves the mercenary's vision in the darkness, enabling him to discern certain shapes—and possibly a spy or two as well. While this isn't nearly as effective as the spy's Night Vision, it's better than nothing.



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TEAM ABILITIES

NEW!

Like the spies, mercenaries can help each other by performing the following team abilities:

NURSING:
When a Health Station is nowhere to be found, mercenaries can heal one another by facing each other and selecting the appropriate action in their HUD Interact menu.

SHARING GADGETS:
Mercenaries can also share gadgets. One must simply equip a gadget, face his teammate and select the appropriate action in his HUD Interact menu.

DEVICE REMOVAL:
If a mercenary has been tagged by a Spy Bullet, his teammate can remove the device. The two must face each other and select the appropriate action in their HUD Interact menu.

MERCENARY WEAPONRY

Mercenaries are in the business of eliminating spies—and business is good, thanks to the assortment of lethal weapons the mercenaries have at their disposal.

- NOTE -

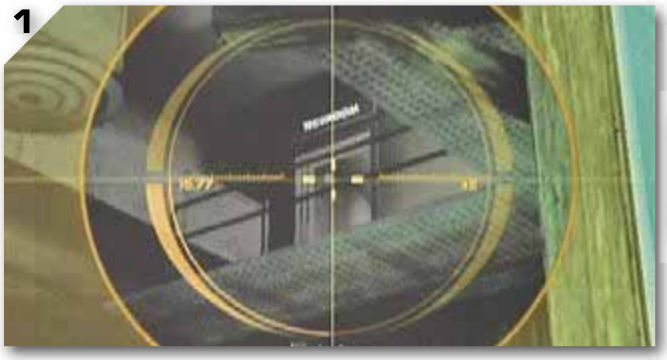
You can only bring one weapon into each game. Select your favorite firearm at the Versus mode options menu.

1 ASSAULT GUN



The Assault Gun is the weapon of choice for most mercenaries. It fires high-velocity projectiles with great accuracy over long distances. You begin each game with five 25-round clips of ammo.

The Assault Gun can be set to fire a burst of three rounds each time you pull the trigger or at full-auto—switch between the two firing modes by pressing and holding the Reload button. The burst firing mode consumes more ammo but helps to ensure you score a hit on your target each time you pull the trigger.



The Assault Gun is also the only weapon that features a scope—click the right thumbstick twice to enter sniper mode. You may then zoom in and out using the D-pad. You can also hold your breath to improve accuracy for a short time by pressing and holding the Secondary Fire trigger.

2 SHOTGUN

NEW!



The Shotgun is a new weapon that's only available in the Xbox/PC versions of the game. It's designed to devastate spies at close and medium-range combat. The closer the target, the more lethal each shot becomes. However, the Shotgun's effectiveness is greatly reduced when used against distant targets, making it the least versatile weapon of the three. You begin each game with 50 shells.

3 SUBMACHINE GUN

NEW!



The Submachine Gun is another new weapon for mercenaries to enjoy (and spies to fear) that's only available in the Xbox/PC versions of the game.. Its high rate of fire and large clip size make the Submachine Gun ideal for "sprinkling" questionable areas with bullets—perfect for mercenaries who prefer to shoot first and ask questions later. The Submachine Gun's accuracy and stopping power aren't quite up to par with the Assault Gun, but the six 60-round clips you begin each game with help make up the difference.

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MERCENARY GADGETS

A mercenary's bag of tricks consists of offensive devices and spy-detection tools. Like the spy, mercenaries can only carry four types of gadgets into each game—be sure to select the ones you like best from the Versus mode options menu.

1 BACKPACK

NEW!



The Backpack is only available in the Xbox/PC versions of the game. It allows you to reload your supply of gadgets anyplace, anytime—not just at Ammo Stations. Equip the Backpack and press the Secondary Fire trigger to restock your gadgets. You can also reload from your teammate's backpack by facing him and selecting the appropriate action from your HUD Interact menu.

2 CNDB

NEW!



The Camera Network Browsing Device (CNBD) is a useful new gadget that's only available in the Xbox/PC versions of the game. It allows you to sync up with the current level's surveillance camera system and quickly scan key areas of the map for spy activity. Each camera is equipped with all mercenary vision tools—Motion Vision, EMF Vision, Torchlight and Laser Sight. Be careful, though—you're a sitting duck while using this device.

- TIP -

CNBD cameras are different from the passive defense surveillance cameras, and they don't trigger alarms when a spy walks past.

3 FLARES

MODIFIED!



Flares have been altered in Chaos Theory's Versus mode—they now emit a greater flash of light and last for 20 seconds. They're still very handy for lighting up dark areas to flush out spies, and you can carry up to 10 of them.

4 FRAGMENTATION GRENADES



Fragmentation Grenades emit high-velocity shrapnel and debris when they explode, ripping apart anything within their blast radius. When equipped, one of these highly-lethal devices is launched from your weapon each time you press the Secondary Fire trigger. These are reliable gadgets for killing spies or flushing them out from their hiding spots.

- TIP -

While you can't chase a spy into an air duct, you can fire a grenade or two at him.

5 GAS MASK

NEW!



The Gas Mask is a new defensive gadget that's only available in the Xbox/PC versions of the game. Mercenaries can use a Gas Mask to nullify the harmful effects of the spies' Smoke Grenades. Simply equip the Gas Mask and press the Secondary Fire trigger to activate it.

While equipped, the Gas Mask restricts your field of vision—even when its not in use. Furthermore, the Gas Mask's filters have a limited lifespan and cannot be recharged. Use this gadget only when you think it necessary.

6 LASER SIGHT

The Laser Sight is attached to your weapon at all times. Press down on the D-pad to activate the Laser Sight, which replaces the normal targeting reticule.

The when the Laser Sight targets a spy, the spy is displayed on your HUD radar, and on your teammate's radar as well. The Laser Sight can help you identify spies that have concealed themselves with their Thermoptic Camouflage Suits and ones that are hiding in shadows.

6



7 MOTION VISION

Motion Vision detects the air turbulence caused by moving objects, allowing mercenaries to detect spies that are on the move. Whenever a moving object is detected, a distinguishing frame appears around it, helping you keep track of it.

7



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8 SPY FINDER

MODIFIED!



Spy Finders (formerly known as Spy Traps) must be placed on walls and are triggered when an unaware spy moves past. When a spy triggers a Spy Finder, his location is displayed on your radar, and on your teammate's radar as well.

Spy Finders have been modified in Chaos Theory's Versus mode—they're now dual-function gadgets. When placing a Spy Finder on a wall, you can hold the Secondary Fire trigger to set the device's function to either Spy Trap or Presence Detector.

SPY TRAP:
Any spy that walks through the beam emitted by a Spy Trap is marked and permanently appears on your radar, and on your teammate's radar as well.

PRESENCE DETECTOR:
This function is similar in design to that of a motion detector—any spy that wanders near a Presence Detector appears on your radar, and on your teammate's radar as well.

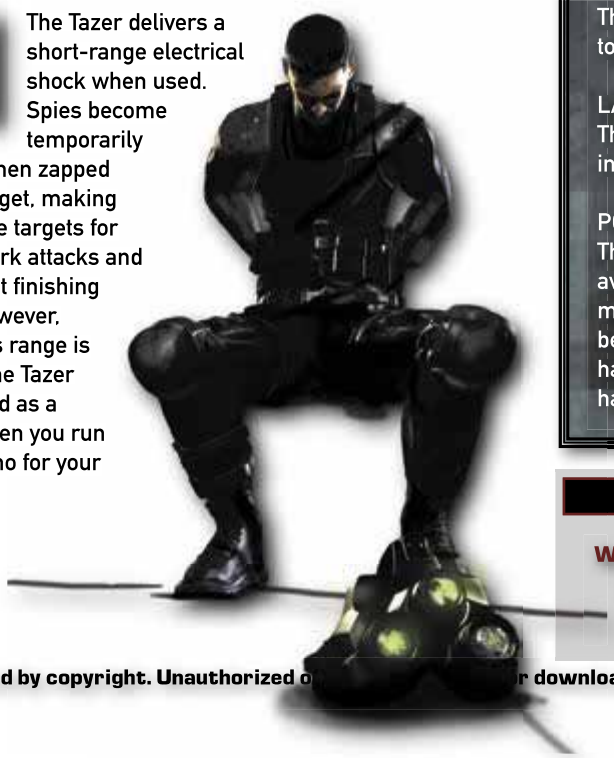
- TIP -

If you've tagged a spy with a Spy Trap, you can eavesdrop on his headset chatter by pressing the Hack Communications button.

9 TAZER



The Tazer delivers a short-range electrical shock when used. Spies become temporarily stunned when zapped by this gadget, making them prime targets for your Berserk attacks and subsequent finishing moves. However, because its range is so short, the Tazer is best used as a backup when you run out of ammo for your weapon.



10 TORCHLIGHT

Like the Laser Sight, the Torchlight is attached to your weapon at all times. Press up on the D-pad to turn on the Torchlight, which works like a flashlight and helps you locate spies hidden in dark areas. Keep in mind that you're easy to spot when using the Torchlight.



11 WALL MINES

MODIFIED!



Like Spy Finders, Wall Mines must be placed on walls and are triggered when an unaware spy moves past. Also like Spy Finders, you can choose the function of the Wall Mine by holding the Secondary Fire trigger as you place it.

PROXIMITY MINE:
The mine is triggered and explodes when a spy is moving too quickly near it.

LASER MINE:
The mine is triggered and explodes when a spy touches the invisible laser beam projected by the mine.

POISON MINE:
These are new to Chaos Theory's Versus mode and only available in the Xbox/PC versions of the game. These mines don't explode when a spy touches the invisible laser beam it projects. Instead, the spy becomes poisoned and has only a few seconds to either find a Health Station or have his teammate nurse him back to health.

- NOTE -

Wall Mines aren't foolproof—spies can remove them safely if they're careful. They can also shoot Wall Mines to set them off, as can you!

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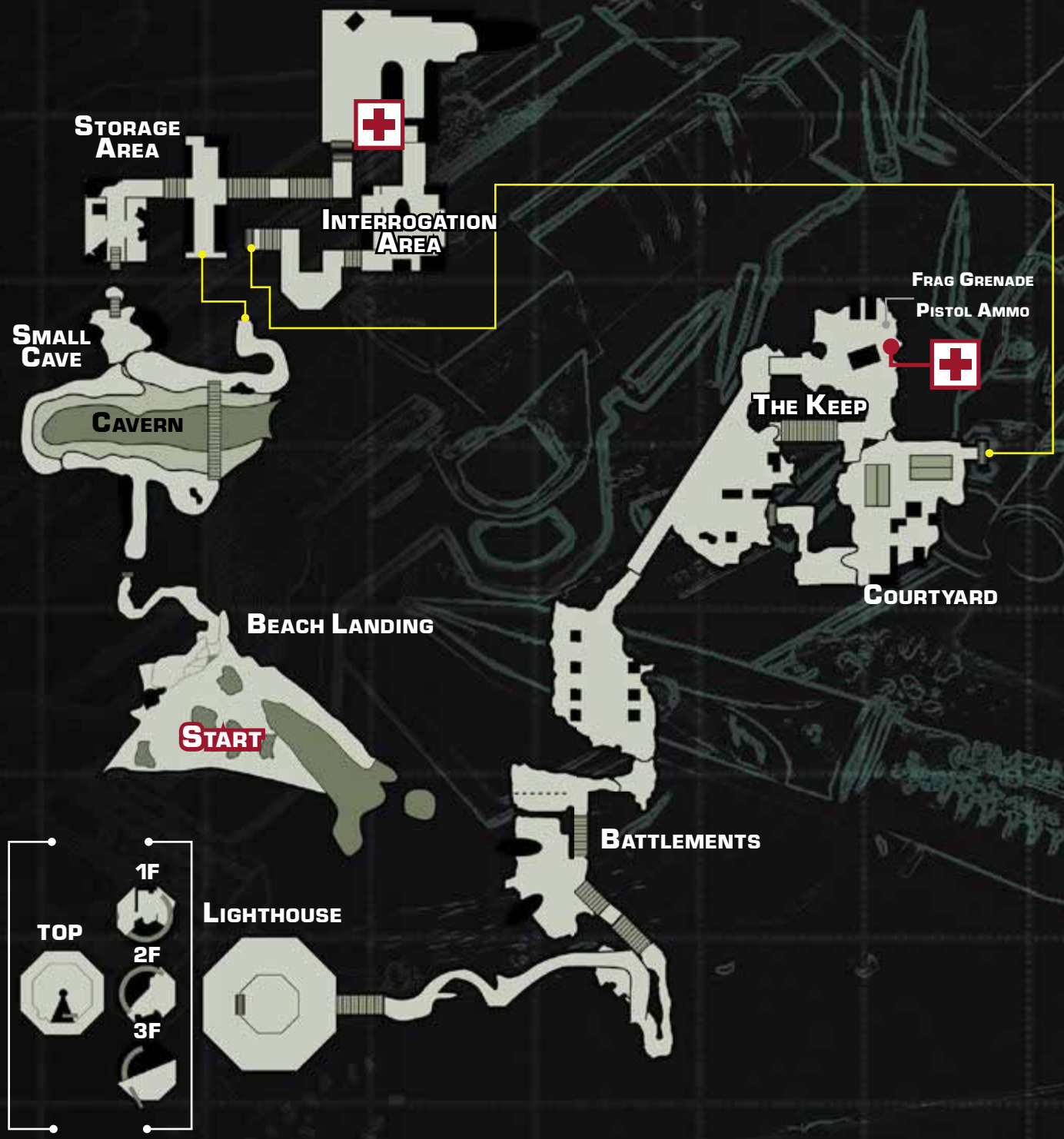


CHAPTER ONE

IN PURSUIT OF HUGO LACERDA

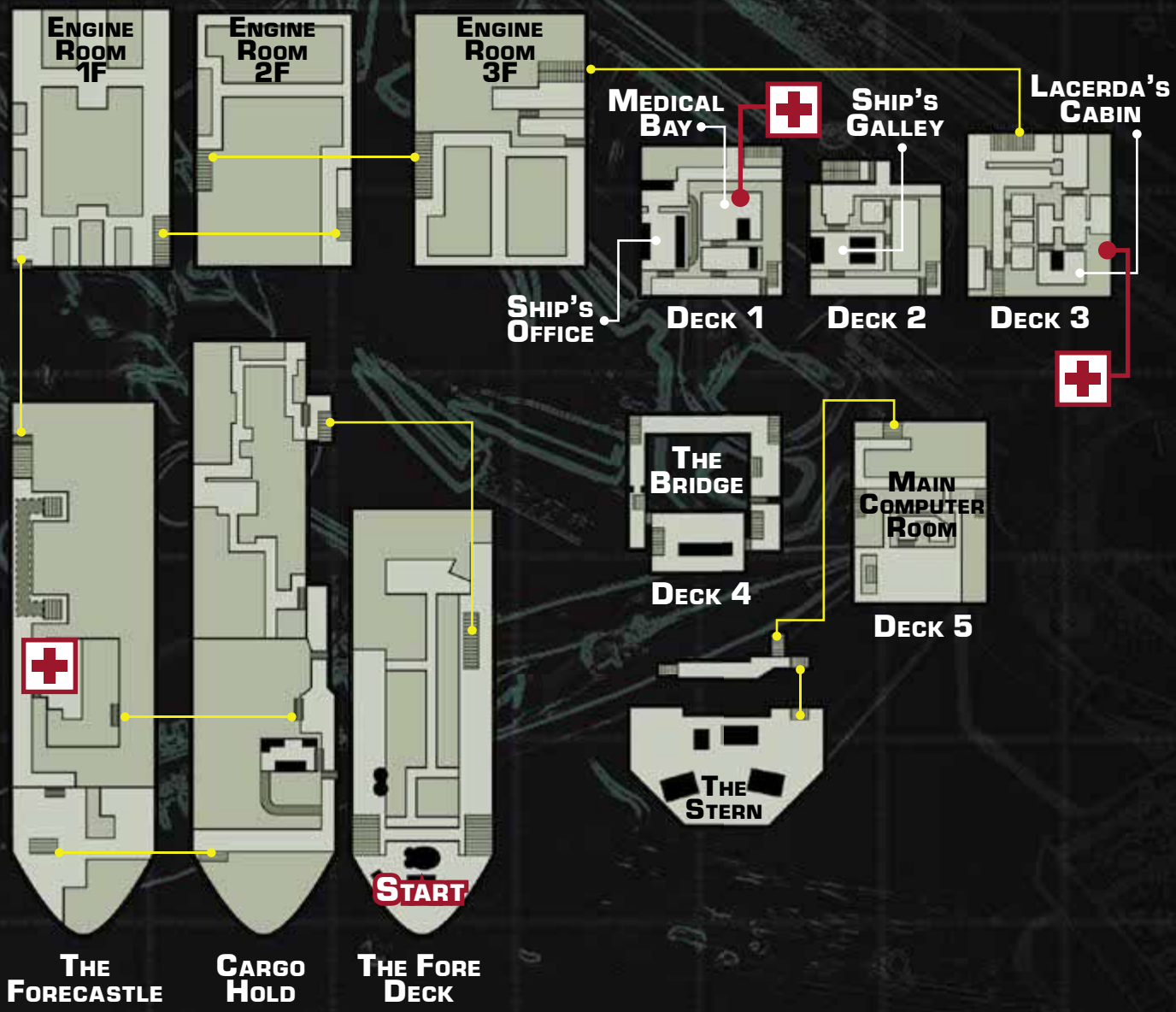
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MISSION 1
THE LIGHTHOUSE



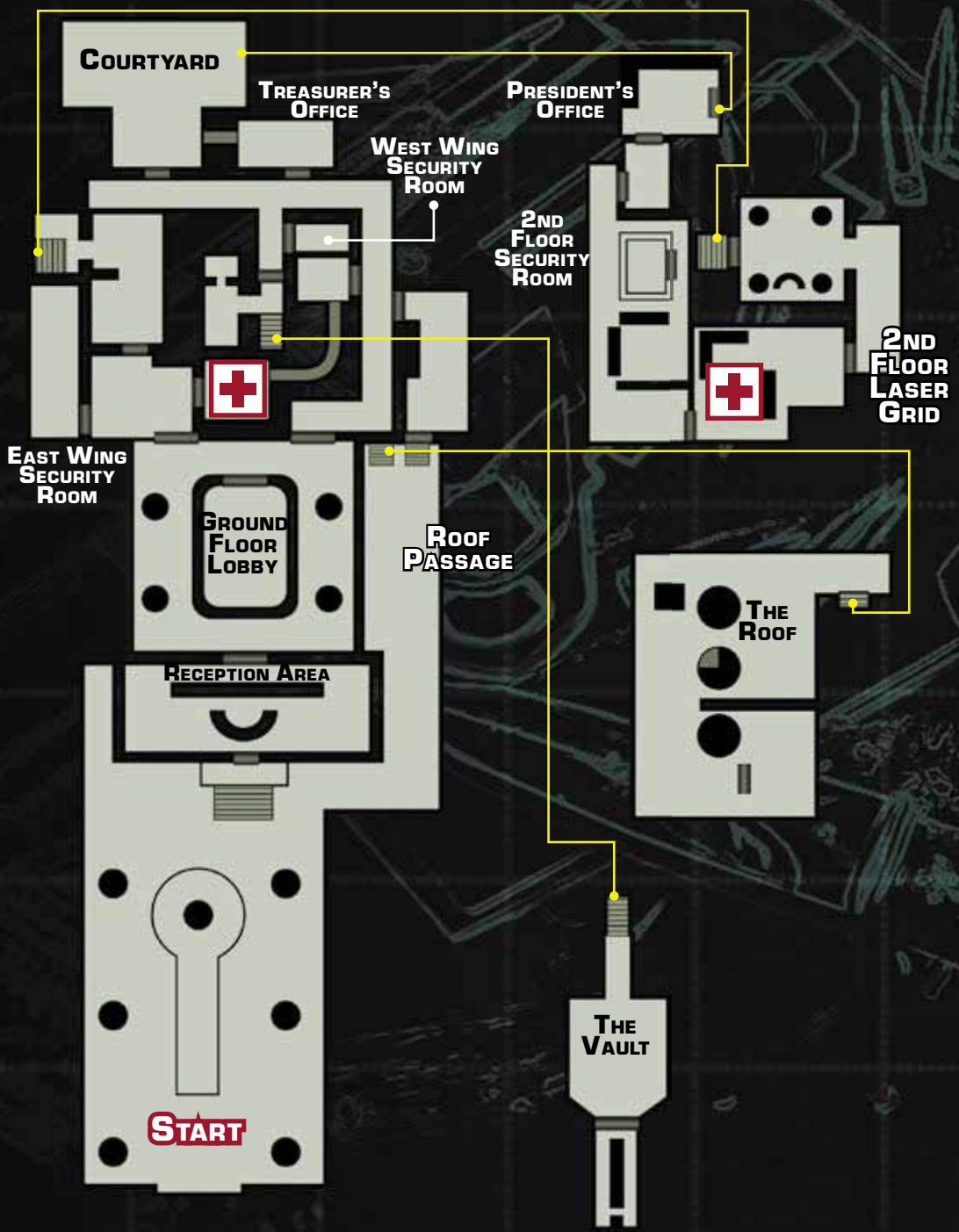
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MISSION 2
THE CARGO SHIP



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MISSION 3
THE BANK



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SOLO WALKTHROUGH

MISSION 1
THE LIGHTHOUSE

GEAR

Any kit you select will give you plenty of tools to deal with the relatively few enemies on this level. The Assault Kit has over twice as much ammo as the Stealth Kit, but it's worth noting that the four Sticky Shockers in the Stealth Kit can each take down an enemy in one hit (or possibly two, if they're standing in a puddle).

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x4
AIRFOIL ROUND	x4
FLASH GRENADE	x2

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x4
FLASH GRENADE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Recover or Destroy Information About the Masse Kernels

Any information the guerillas may have gotten from Morgenholt must be recovered or destroyed, and any copies of it must be erased from computers or servers.

- Rescue Morgenholt

If possible, rescue Bruce Morgenholt from the guerillas. Do not compromise the mission for the rescue.

- Discover Where the Guerillas Got Their Arms and Equipment

The guerillas have seemingly received weapons from an unknown party, possibly as payment for the kidnapping of Morgenholt. Discover where the weapons came from.

SECONDARY OBJECTIVES

- Eliminate Hugo Lacerda

Hugo Lacerda has been elevated to Third Echelon's Target of Opportunity list. Take advantage of any possible opportunity to remove him from the list.

OPPORTUNITY OBJECTIVES

- Scan the SSCC Bar Code of the Delivered Crates

Scan the weapons crates containing weapons delivered to Lacerda by checking them manually or by using your EEV.



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GOALS Recover or Destroy Information About the Masse Kernels • Rescue Morgenholt • Discover Where the Guerillas Got Their Arms and Equipment • Eliminate Hugo Lacerda • Scan the SSCC Bar Code of the Delivered Crates.....

BRIEFING

ALARMS AND COMMUNICATION

The guards in this mission are poorly organized and have no real way to communicate over long distances. They patrol small regions and will not typically open a door to another area if you don't give them a reason to. For that reason, it's usually safe to leave bodies out in the open if you've killed all the enemies in the same room. There is no alarm system in the castle and the walkie-talkie chatter you hear is limited to enemies within the same small area.



ELECTRIC GENERATORS

The Spaniards who built this castle a few hundreds years ago weren't so hip to electricity, and Lacerda's forces will suffer for it. All of the electric lights in the castle are connected to generators, and you can track the power stream with your EMF vision. While lights can be shot out or overloaded individually, using your SC Pistol's OCP on a generator can temporarily wipe out all the lights in a room.

At close range, you may either shut down or destroy a generator (with the Pierce command). Guards will often try to repair the generator, which gives you a good opportunity to lay a trap for them.



WEATHER AND AMBIENT NOISE

A lack of electricity also makes for a lack of ambient noise, but the night's stormy weather provides plenty of acoustic cover. You'll find it easier to sneak around outside than inside, and thunderclaps will temporarily move your Stealth Meter slider, giving you a very brief window to cause mischief. In interior areas, active generators make a ton of noise, so you'll need to be careful about your movements when they're off.



TACTICS THE WALKTHROUGH

A Beach Landing

1 There are no enemies in this area, so do all the beachcombing you want. When you're ready to move on, you'll find a natural ramp and a series of ledges set into the cliff wall behind the lightpost. (You may need to switch on your Night Vision to see them.) Shimmy up, and you'll discover a thin cave opening. Don't worry about the bats; they can't hurt you, and you can't hurt them.



2 After crawling through a low opening, Sam will hear the sound of gunfire and have a quick consultation with Lambert that results in a new Primary Objective: Discover where the guerillas got their arms and equipment. You'll then need to jump up a series of ledges, beginning at the small waterfall. There's a stone on the final step you can grab if you'd like to create a distraction.



3 At the top of the stairway you'll discover two possible paths: Across the bridge to the Storage Area or over a thin ridge-like path to a Small Cave. But you aren't going anywhere yet: Two guards will come wandering down the bridge, so pick a hiding spot and wait until their movements become clear. If you hide behind the stalagmite near the end of the bridge or at the top step of the ledge you took to get here, you'll be able to listen in on their conversation and record a note about secret passages.



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TACTICS: THE WALKTHROUGH

A Beach Landing

[CONTINUED]

4 After a quick circuit, one guard will head back into the complex while the other stays near the bridge to "admire the view."

!!! STEALTH TACTIC

If you prefer to avoid confrontation, you can now safely sneak down the bridge. Watch the noise of your footsteps, though, or the guard might hear you!

!!! ASSAULT TACTIC

It's easy to sneak up and kill the remaining guard if you move slowly, since there's plenty of ambient noise in this cave and he really likes that view. When you get close, use the Grab Character command and then interrogate him to get another note. The information isn't worth much, but it's fun to hear the unconventional interrogation technique Sam seemingly picked up from Pee Wee's Playhouse. If you want the guard dead afterward, point him towards the pit and hit the right trigger. Since he didn't say "monkey," it's only fair to keep your promise and let the fall kill him.



B Storage Area

1 If you cross the bridge, you'll find a passage to a long hallway full of barrels, where the remaining guard prowls. It's plenty dark where you enter, but the rest of this room is brightly lit and very quiet, making it nearly impossible to sneak up on the guard. The easiest way to deal with him is to hide behind that first barrel, and do a KO or Lethal Attack when he wanders into range.



If he won't come your way, step out when his back is turned, target the light in the center of the hallway with your SC Pistol, and press the left trigger to use your OCP. That should shut down the light long enough for you to sneak up and dispatch him any way you please.

No one's likely to find it here, but for safety's sake you may want to dump the body into the pit by the bridge.

2 A wooden crate at the end of the passage will provide the first clue about the guerillas' equipment. It will also provide a new Opportunity Objective, which involves finding and scanning the bar codes of the five crates scattered throughout this area.

If you're being sneaky and don't feel you can reach a crate without disturbing a guard, you can scan the crates from a distance with your EEV Binoculars.



3 The next crate is downstairs, through the passage to the left. But an inconveniently positioned guard may spot you if you blunder down that passage while the lights are on. So switch off the generator across from the crate to kill the lights in this area. You can sneak up on the guard with either Thermal or Night Vision and do with him as you please.

The stepladder in this area leads to the Small Cave at the end of the other ridge path. There is nothing of interest down there, so head up the stairs in the storage room instead, where you'll find the door to the Interrogation Area.



C Small Cave

1 If you chose to take the thin ridge path to your left instead of crossing the bridge, you'll find a small opening that Sam can squeeze through if he crouches.

2 You'll emerge from the ladder in a shadowy part of a cell block, and you should hold your position while you scan the room. There's a guard in the cell to your left, shooting his gun for target practice.

!!! ASSAULT TACTIC

Wait for him to walk across the cell and then sneak up while he's readjusting his targets, or simply shoot the bastard.



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GOALS Recover or Destroy Information About the Masse Kernels • Rescue Morgenholt • Discover Where the Guerillas Got Their Arms and Equipment • Eliminate Hugo Lacerda • Scan the SSCC Bar Code of the Delivered Crates.....

C SMALL CAVE

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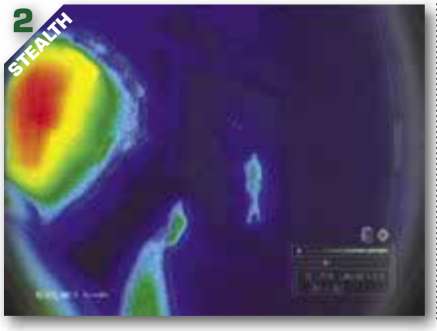
!!! STEALTH TACTIC

If you want to be tricky, you can fire a Sticky Camera from your position at the top of the ladder and gas him with it.

3 The wooden crate in the opposite cell will provide the first clue about the guerillas' equipment. As in the Storage Area, this will also provide the new Opportunity Objective which, as described earlier, involves finding and scanning the bar codes of the five crates scattered throughout this area.

It's worth reiterating, if you've chosen this path: If you're feeling "covert" and don't want to alert the guard, you can scan the crates from a distance with your EEV Binoculars.

4 The stairway leads to the Storage Area that is patrolled by the guard who was afraid to cross the bridge. He walks from one end to the other, and he'll usually spot you if you stay in that hallway with the swinging lamp. Your EEV can turn out the light temporarily, but a bullet will put it out for good, plunging the hallway into total darkness. The guard will notice the light, but he won't come down to investigate. From the stairway you can scan the next crate with your EEV (it's just to the left), and then either kill the guard from there or wait till he's looking away and sneak up the next staircase to the Interrogation Area.







D INTERROGATION AREA

1 Do whatever you want at the door to the Interrogation Area, since there are no enemies nearby. They're all clustered around Morgenholt, who is being tortured at the end of the hallway on the ground floor. Before you rush to his aid, note that there's a Med Kit on the wall to your right, and you may want to heal up if you're wounded.

!!! ASSAULT TACTIC

This is a good time to use lethal force. Stand back and take out the floodlight with your SC Pistol's OCP. When it goes dark, hit your Thermals, wait for the guards to wander into the hallway, and blow them away. If it ends up being an extended firefight, move around a bit, since they'll aim where they last saw your muzzle flare.

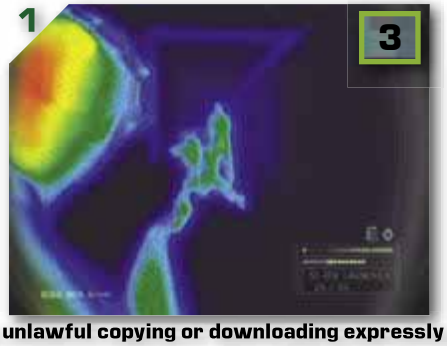
!!! STEALTH TACTIC

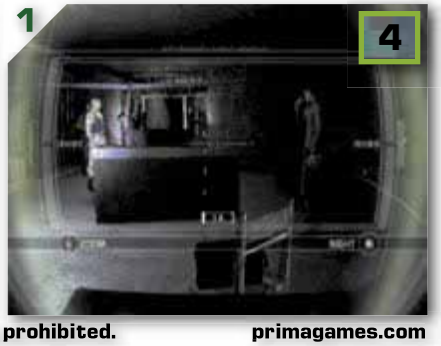
If you insist on being sneaky, wait at the end of the hallway until the guards go for a walk, and pick them off that way. Or make a distraction near the entrance and then loop around them.

Sadly, there is no way to get here in time to save Morgenholt. (As Splinter Cell fans know, just-in-time hostage rescue has never been a Third Echelon specialty.) You can change the storyline a bit by killing the technician (the man in civilian clothes who flees as soon as Sam makes his presence known), but it isn't easy. You'll need to nail him with your very first shot, or do something tricky, like use a Flash Grenade. It won't change things in any significant way, but Grim will say something different if you do.









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TACTICS: THE WALKTHROUGH

E Courtyard

1 You can usually get away with breaking the lock at the door at the end of the Interrogation Area, but it's safer to pick it (and it's good practice, too). Then slip through the door and kick on your Thermals, which will let you see through the fabric of the tents. Moving very quietly, slit the fabric of the tent in front of you (with the Cut Material command), then slip in and grab the guy inside. When interrogated, he will tell you what you need to know about Lacerda, putting a close to this mission's Secondary Objective.

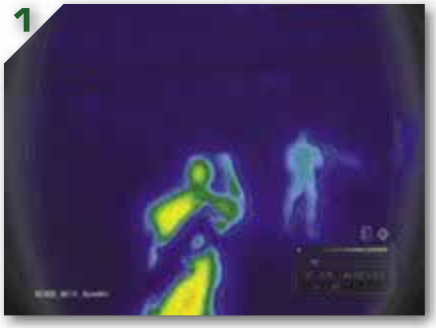
!!! ASSAULT TACTIC

The easiest way to deal with the other guard is to get a bead on him with your Thermal Goggles, and blow him away through the fabric of the tent.

!!! STEALTH TACTIC

Sneakier players can switch off or destroy the generator (or the spotlight) to plunge the area into darkness. That should make it easy to sneak up on the other guard, or avoid him entirely.

1



Whichever method you choose, don't leave without searching the other tent. There you'll find the third weapons crate to scan.

1



2 Follow the bright lights to the door to the next part of the courtyard, then blow out the lights before they get you killed. Turning the corner in total darkness, you'll avoid detection and overhear a conversation between two guards, both of whom are behind the brick wall to your right.

!!! ASSAULT TACTIC

A skilled shooter can stand at the low point in the wall and gun both guards down. If you're using the SC-20K, switch to your Foregrip Attachment for more accurate shooting.

!!! STEALTH TACTIC

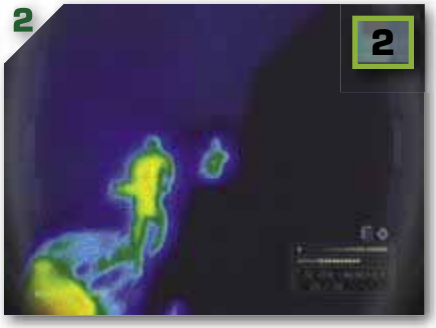
Sneaky players may prefer to use the OCP to disable the generator and plunge the area into darkness. You can then make a distraction on this side of the wall to lure the guards over, and jump over the wall at the low point to avoid them entirely.

Whichever you do, make sure you don't miss the fourth weapons crate, which is in the south side of the area. You should be able to scan it with the EEV from almost anywhere.

2 1



2 2



2 3



F The Keep

1 Head up the stairs and to the left, where you'll find a room with two lounging enemies you can easily take unawares. If you managed to deal with the courtyard guards without causing a commotion, you'll find the first guard sitting by the fire, and grabbing him from behind should be a snap. If he is on high alert, he'll be on the catwalk through the door on the other side of the room. The other guard is asleep on a cot, and you can either slit his throat or let the poor bastard sleep.

To his right you'll find a Frag Grenade and some Pistol ammo, as well as a fully stocked Med Kit. Leave the radio on, both to mask your noise and so you can hear a completely irrelevant news report.

1



1



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F The Keep

[CONTINUED]

2 Cross the catwalk over the Courtyard, which connects to a second tower. Inside you'll find the technician from the torture room, assuming he managed to escape. Moving quietly, loop around the column to the left, grab him from behind, and interrogate him. Then use his laptop to destroy the data about the Masse Kernels, completing your first Primary Objective.





3 Slip beneath the curtain to the right of the computer, and put a Pistol bullet in the hanging lantern across the way. You can now stand in the doorway and spy on the two guards to your right without risk of being spotted. I know you're just dying to use that Frag Grenade (and yeah, it's pretty cool), but these guys won't just stand around and wait for the explosion when they see a grenade coming. A much safer method is to fire a Sticky Shocker into the puddle at their feet. The charge should kill the one on the left and briefly stun the one on the right, giving you time to target him and squeeze off a few standard rounds.



4 This will probably attract the attention of an enemy mechanic in the stairway below, but that man seems to be quite insane. Stand at the top of the stairs and blow him away when he peeks his head out, or wait for him to lose interest and return to his labors. When the coast is clear, search the area for the last crate (in the lit area behind the cannons) and then either sneak by the nutball or grab him for interrogation (he has no useful information).





G The Lighthouse

1 You won't encounter any more guards until you reach the Lighthouse, where a single sentry is circling around its perimeter. Take out the light with a bullet or your OCP, and then do whatever you want to the poor dope. Between the darkness and the noise of crashing waves, you can get away with just about anything.

2 A guard at the base of the Lighthouse is having an important conversation on the radio, and you can listen in by using Stealth Open Door or an Optic Cable. Listen for as long as you like, then either KO the guy or grab him from behind for interrogation. Afterwards put a couple of bullets into the radio to ensure no one can call for help, and solve this mission's hidden Bonus Objective.

(An alternate way to solve this Bonus Objective: Search inside the file cabinet near the Med Kit on the second floor of the Lighthouse tower...)

3 There is one guard left, at the top of the Lighthouse, and there's a full Med Kit on the way. Nevertheless, that last guard can be a serious pain. If you want to sneak by him, climb the Lighthouse stairs slowly, then hesitate at the top of the ladder and make sure you see where he is. He'll notice you if you pass in front of the light while he's looking in your direction, so pull yourself up after the lower light passes, then take him out.

If this part gives you trouble, and you don't mind being noticed (a black mark on your ranking), there are a few other ways to deal with him. You can simply make a commotion to alert the guard before you climb the ladder, and then fire at him from below when you have a shot. Or go up the path a ways towards the keep and shoot out the Lighthouse light from a distance.

When the coast is clear, shut off the light and step out on the bzalcony for extraction.



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SOLO WALKTHROUGH

MISSION 2 THE CARGO SHIP

GEAR

The kits in this mission are exactly the same as they were in the last one. But this mission is quite a bit longer, and there are almost twice as many guards, so it's difficult to give up the double ammo from Redding's kit in exchange for nothing more than two Sticky Cameras, a Sticky Shocker, and an Airfoil Round. Redding definitely has it right here.

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x4
AIRFOIL ROUND	x4
FLASH GRENADE	x2

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x4
FLASH GRENADE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Retrieve the Bill of Lading for Lacerda's Arms Shipment

The arms used to pay Lacerda were shipped in a large crate, located in one of the cargo holds. Locate and read the bill of lading, mounted on the side of the crate.

- Retrieve the Ship's Transit Ledger for Lacerda's Shipment

A computerized ledger will be kept in the ship's office. Access this ledger to determine who facilitated the delivery of the arms to Lacerda.

- Find Out Which Cabin Lacerda Is In

Interrogate the Captain or check the ship's register in the Main Computer Room to find out which room Lacerda is in.

- Eliminate Hugo Lacerda

Hugo Lacerda has been elevated to Third Echelon's Target of Opportunity list. Take advantage of any possible opportunity to remove him from the list.

SECONDARY OBJECTIVES

- Find the Name of Lacerda's Panamanian Contact

In addition to those shipping and receiving the weapons, someone must also have helped Lacerda get them past new security inspection protocols at the Panama Canal. Find out who.

OPPORTUNITY OBJECTIVES

- Place Tracking Devices on Any Illegal Weapons Crates

Placing tracking devices on the remaining crates that Lacerda is delivering to his allies and supporters may assist in future intelligence operations.

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GOALS

Retrieve the Bill of Lading • Retrieve the Ship's Transit Ledger • Find Out Which Cabin Lacerda Is In • Eliminate Hugo Lacerda • Find the Name of Lacerda's Panamanian Contact • Place Tracking Devices on Any Illegal Weapons Crates

BRIEFING

ALARMS AND COMMUNICATION

This is the first mission in which you'll encounter a wall-mounted alarm system. You'll be seeing a lot of these in the future, so start getting used to them! Whenever an enemy hits one of the red alarm buttons, the alert level is raised for the entire ship. It is important to understand that no matter how badly you screw up, an alarm will not be triggered unless an enemy physically runs to a wall-mounted alarm and presses it. An enemy who is under fire will typically concentrate on shooting back, so alarms are usually only a problem when fighting multiple foes; typically one will return fire while a second runs to the nearest alarm. If a foe flees from Sam instead of returning fire, it's a safe bet he'll hit an alarm on the way out.



An alarm puts every enemy on guard for a short period, but they will all return to their previous routines afterwards. However, there are also permanent consequences. The first alarm is a freebie, but after the second all guards will don body armor, making it difficult to kill them without headshots. After a third alarm, they'll put on helmets, making it hard to kill them even with headshots. Trip four alarms in one mission, and you'll put the guards in a permanent state of high alert (you'll also get thoroughly bitched out by Lambert). Since these consequences are dire, you should consider loading a recent saved game if you trigger any alarms.

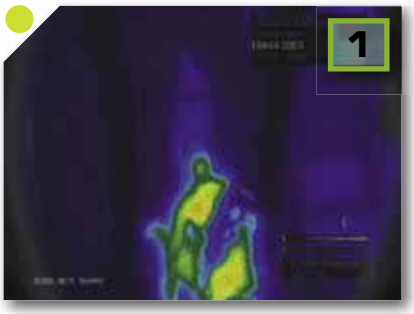


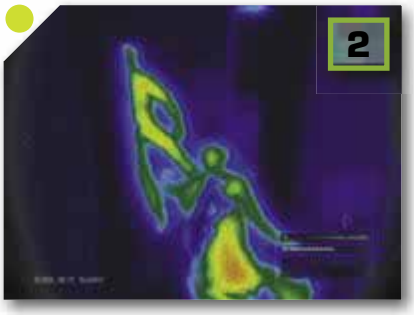
SEQUENCE CONTINUES





TRICKS WITH DOORS





The metal doors of the Maria Narcissa seem as thin as tissue paper when Sam clicks on his Thermal Vision. Not only is this handy for scouting the opposition on the other side of doors, but it also lets you set up a great new way of KO'ing enemies.

If you see an enemy in a room with a hinged door (not the sliding kind), you can whistle to get the guard's attention. He'll approach the door, and before he reaches the knob you can use the Bash Door command to knock him out! But the timing is a bit tricky; if you bash the door too soon, you'll miss, and if you do it too late the guard's hand will be on the door to block it. If that's the case, scoot out of the way before he door-bashes you!

BODY DUMPING

Body Dumping is something of an issue on this mission, since ships don't have a lot of out-of-the-way places to hide. There are a few closets and bathrooms you can use safely, if you close the doors afterwards. If you have to dump a body in the corner of a room an enemy might pass through, try to do it behind furniture and turn off or shoot out all the nearby lights. Of course, there are only 36 enemies on the Maria Narcissa, and if you're committed to killing them all (or at least all the ones in a particular region), there will be no one to notice the corpses.

When you're outside, you can't throw dead bodies overboard, but you can grab live enemies, move them to the edge, and press the right trigger to send them straight to Davy Jones's locker.



THE SOUNDS OF THE SEA

Acceptable levels of noise vary widely on this mission. In many internal areas there is no noise at all, forcing you to walk with only the slightest pressure on the analog stick, or with a weapon drawn. But some rooms have noisy equipment, and all external areas have a fair amount of noise from the sea. Do your fighting outside whenever possible, where a Pistol shot can often go unnoticed.



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TACTICS / THE WALKTHROUGH

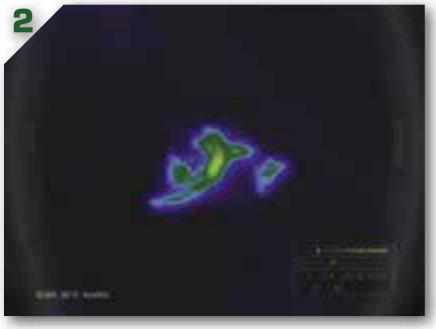
A The Fore Deck

1 Smell that fresh sea air! Or better yet, hear it. With that much background noise, you should have little trouble sneaking up on the four guards who prowl this deck. The two seamen on the elevated area where you begin this mission are easily grabbed, and the first will tell you all about the opposition on the Maria Narcissa before you drop him behind some dark crate or knock him overboard.





2 The two mercenaries on the lower level are a bit trickier. The path of the first one will take him directly below the elevated area where you begin this mission, so if you hide behind a crate and wait for him to wander by, you can drop on him for an easy KO. The other mercenary is towards the far end of the path that runs along the port side of the ship.





!!! ASSAULT TACTIC

If you want to go for the grab, it's easiest to catch him when he's heading up or downstairs.



!!! STEALTH TACTIC

If you're trying to keep the body count to a minimum, you can just sneak by when his back is turned. You won't ever need to come back this way.



B The Cargo Hold

1 Head down the stairs from the deck and slide open the door to the Rear Cargo Room. There's a maze of crates here, but the one you're looking for isn't here. To get to the next area, you'll need to squeeze through the gaps between the crates, until you reach the northwest corner of the room. There you'll find a gap in the corner that leads to the central hold.



2 The small crate waiting on the other end of the gap isn't Lacerda's arms shipment, but the first of the six illegal weapon crates on which you've been asked to attach tracking devices (this mission's Opportunity Objective). Once the first device is planted, jump onto and over the makeshift stairway of crates and head up the ladder to a small hallway that connects this room to the Forward Cargo Room.



3 The door to the Forward Cargo Room is flooded, so now the bilge pump is your problem. Open the door at the end of the hall to reveal a machine room where a machinist runs a saw; his back's turned, so do anything...



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GOALS Retrieve the Bill of Lading • Retrieve the Ship's Transit Ledger • Find Out Which Cabin Lacerda Is In • Eliminate Hugo Lacerda • Find the Name of Lacerda's Panamanian Contact • Place Tracking Devices on Any Illegal Weapons Crates

C The Forecastle

1 There's an open ventilation shaft to the left of the band saw, and it's just big enough for Sam to squeeze through. It leads to the ship's Forecastle, where a maintenance guy is trying to fix the bilge pump while another stands guard. There are several ways to deal with these guys, but the level of ambient noise here is very low, so it's difficult to do it without one of them setting off an alarm.

The safest, simplest way is to remain near the bottom of the shaft, equip an Airfoil Round, and target the maintenance guy below (aim for the head). Hold your fire until the guard on the catwalk ends his conversation and starts walking towards you, then fire the Airfoil.

The guard on the catwalk shouldn't hear a thing, and he'll turn the corner right into you. In the perfect darkness beneath the shaft, you can dish out a KO blow before he even realizes you're there. Or you can let him walk right by you, and grab him from behind for interrogation. Guards do come this way at times, so make sure to leave the bodies in dark corners of the room.





2 From the catwalk, take the ladder down or jump onto the pipes and onto the ground. Fix the bilge pump, and the water will drain from the Forward Cargo Room immediately. You can either return to the catwalk ventilation shaft or head out the ground floor door to an internal hallway. The Forward Cargo Room is the first door on your right, right in front of a Med Kit.





3 In the Cargo Room, pull yourself onto the pile of crates and search for the bill of lading on one side of the highest crate. A quick scan will complete your first Primary Objective.



D The Engine Room

1 When you emerge into the hallway with the Med Kit, two guards will begin walking towards the Forecastle from the Engine Room on the other side.

!!! STEALTH TACTIC

If you're confident that you hid the bodies where they won't be easily found, you can let them pass while you wait in the Cargo Hold, or at the dark alcove described below.

!!! ASSAULT TACTIC

If you plan to fight, it's important to move forward a bit, where there's more ambient noise and a perfect dark alcove where you can set an ambush. The guards will stop near you and finish their conversation, but they never see you in the alcove, so you can sit and wait until the second man wanders within range. KO him, then pull a weapon and take aim at the first guy. He may hear the sound of the first body dropping, but he'll give you plenty of time to take the shot before he freaks out.





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TACTICS: THE WALKTHROUGH

D The Engine Room

[CONTINUED]

2 Wow, these terrorists don't run a very tight ship. You've already saved their damn boat from sinking, and now you need to deal with an Engine Room that's full of gas fumes. If you or any of the three enemies fire a single shot here, the mission is over. Fortunately, the room is dark and the engine is noisy, so sneaking or KO'ing your way through this room should be no trouble.

Open the door, then step behind the machinery to your left. The first enemy will come wandering by, and hang a left (right to you) into that thin, dark passage that just screams "GRAB ME." After a moderately entertaining interrogation session, knock him out with the left trigger. (Surely the truly evil terrorists don't wear overalls).

Climb onto the floor-mounted pipe and leap from there to the second floor catwalk. Hang from the catwalk until you're sure the coast is clear, then pull yourself up. There's one guard here and one guard above, and you can either slip by them or sneak up and KO each one. If you KO the guy on the second floor, make sure to leave the body in a dark spot or the guard above will notice.







E Crewman Bunks

1 If you interrogated a guard in the Engine Room, you know there's a weapon crate in the bunk room to the right of the stairs. A single guard patrols this hallway, and if you don't see him near the stairs, he'll be in the bunk room guarding the crate. (Remember, you can use your Thermal Vision to see right through the doors, and prevent any nasty surprises.)

You can hide in the bathroom if you insist on slipping past without bloodshed, but otherwise you'll want to wait in the dark shadows where you entered the hall and make your stand there.

You'll find weapon crate #2 in the room past the bunks. Plant your tracker and head upstairs.







F Ship's Office

1 The guard is a bit heavier here than in Deck One, and there is zero ambient noise. Move silently (walk with a weapon drawn if you have to) and you should be able to enter the office without being noticed. Two guards are having a conversation here, and if you're quick, you can use the computer in the coffee area while they talk (although there isn't anything relevant on that particular PC).

If you make any noise or the guards catch a glimpse of you, don't panic. In the side of the coffee area to the left of the door, there's a ventilation shaft you can crawl into that will take you to the other side of the Office. If you get noticed, hide out there until the guards leave through





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GOALS Retrieve the Bill of Lading • Retrieve the Ship's Transit Ledger • Find Out Which Cabin Lacerda Is In • Eliminate Hugo Lacerda • Find the Name of Lacerda's Panamanian Contact • Place Tracking Devices on Any Illegal Weapons Crates

F Ship's Office

[CONTINUED]

the door on the other side, then do your research quickly before they can return.

If you don't get noticed, crawl through the ventilation shaft while the one guard goes out to patrol. The other will stay at his computer, and you'll need to sneak up behind him and yank him out of the chair. The other guard is chilling by the stairs, but you should probably take him out too, lest he find the body. Drop him from afar with a lethal or non-lethal weapon of your choice. (With the light conditions in that hallway, you have little chance of sneaking up behind him.)

The documents you need are on the computer the guard was using. After you read them, Grim will give you a new objective.

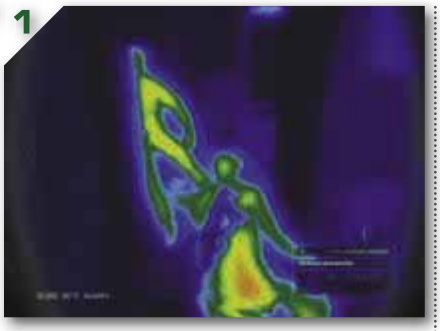
1



G Medical Bay

1 Head out the door on the other side, and you'll find yourself in another hallway. The first door on your left leads to the Medical Bay, where an armed doctor guards a handy Med Kit. Use your Thermal Vision to make sure he isn't in the office area, then step up to the door to his room and whistle. The doctor will come to the door, and right before he reaches it, use the Bash Door command for a good laugh.

1



2 The stairs at the other end of the hall lead to both Deck Two and The Bridge. Coming at the bridge from the external stairs is a bit harder than going up through the decks, but it's the quickest route through this level. If you have trouble with it, feel free to work your way up through the decks.

H The Bridge

1 Take the stairs all the way to the top, taking care to keep your sound level below the slider. You won't run into any enemies, but there are some above you that are within hearing range.

Flipping on your Night Vision might kill the romance of the moonlit night, but if you don't use it you might miss the weapons crate under the first staircase! That's three down, three to go.

1



2 Use your Optic Cable at the door to The Bridge, and plot your next action very carefully. To find out where Lacerda is, you'll need to interrogate the Captain, so it is essential you not be noticed as you deal with his helmsman. The ambient noise level helps, but the light will not, so you'll need to strike while backs are turned and the central console is between the helmsman and the Captain. When you enter, the helmsman should be closest, so grab him (it's quieter than a KO), drag him to the side of the console opposite the Captain, and finish him off. Then loop around and grab the Captain.

If you can pull off the interrogation successfully, your next stop is Deck Three, through the stairs in The Bridge. If you have to use lethal force and can't take the Captain alive, you'll need to go to the Main Computer Room to find out where Lacerda is. You can't simply sweep the ship; Lacerda won't appear until you know where to look.

2 1



2 2



2 3



2 4



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TACTICS: THE WALKTHROUGH

I Main Computer Room

1 If you didn't interrogate the Captain, the Computer Room one floor above you is your next stop. Otherwise, you can ignore it entirely. To get there, simply step back out the way you came in to The Bridge, and jump up and onto (but not over) the railing above you.



!!! STEALTH TACTIC

The two guards above are usually chatting about the space shuttle (of all things), and it's best to wait until their conversation is over and they disperse. Keep an eye to your right, where a third guard will be able to catch sight of you if you get too close to the light. The door to the Computer Room is in the structure to your right, and the door is facing you. So when all three guards are looking away, pull yourself up and sneak in. Make sure to close the door behind you before anyone notices what you're doing.



!!! ASSAULT TACTIC

This is a great time to pull off some cheap kills as you hang at the railing. Hang at a dark spot, wait until the guards are as dispersed as possible (so only one can hear you), then whistle. Shimmy over till his feet are right above you, and use the Grab Character command to yank him to his doom. If no one notices the first kill, try it again! Once you've evened the odds this way, it should be much easier to sneak around the dark spots on the upper deck and gun guards down from afar.



2 If you succeeded at getting into the computer room without causing a major commotion, you'll find a guard sitting at the terminal that has the information you need. Yank him out of his chair, then download the e-mail to learn Lacerda's location.



J Deck Three

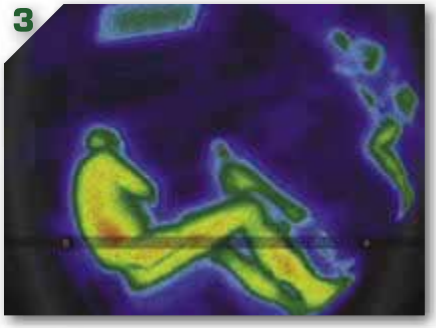
1 Entering Deck Three from The Bridge will take you through a row of small cabins. One is occupied, by a sailor blaring that "rock and roll" music that the kids seem to enjoy these days. Unless you feel a need to criticize his taste at knifepoint, just keep walking.



2 Go straight at the end of the hall and you'll find a stairway, with the fourth weapon crate hiding in the shadows near the top. Plant your tracker, then go out through the nearby door, which will take you to the captain's quarters.



3 Kick on your Thermals and go straight, to a room where Lacerda is having a conversation with his two hired guns. Eavesdrop until Lacerda blurts out the name of his contact, and then goes off to the kitchen for drinks.





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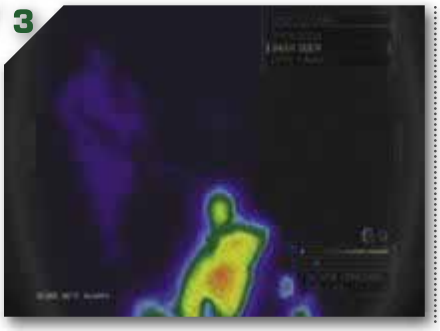
GOALS Retrieve the Bill of Lading • Retrieve the Ship's Transit Ledger • Find Out Which Cabin Lacerda Is In • Eliminate Hugo Lacerda • Find the Name of Lacerda's Panamanian Contact • Place Tracking Devices on Any Illegal Weapons Crates

J Deck Three

[CONTINUED]

The door to the kitchen was just behind you and to the right, and you should be able to slip in and grab Lacerda. Interrogate him if you like (you already got all the info you needed from overhearing the conversation), then drag him into the bathroom across the hall and get all Fifth Freedom on his ass.

3



If you managed to kill him without alerting his thugs, whistle outside the closed door and get in a good solid door bash. The doorway is plenty dark, so stay near it as you target the other guard and finish him with a headshot. Both guards are armored, so if you end up in a gunfight, headshots and Sticky Shockers work best. If you take a few hits, the Med Kit in the bathroom will patch you right up.

K Deck Two

1 Your Primary Objectives are now complete, but there are still two weapons crates left, and one of them is on Deck Two. If you're not bothering with the crates, then you'll need to return to the bridge and make your way to The Stern for extraction.

2 When you go downstairs and open the door, you'll find a hallway with a break room at one end and the door to the galley at the other. If you haven't made an excessive amount of noise, two guards will be clustered in the break room, talking about coffee. You can kill them if you really want to, but there's nothing of interest in the break room, and they won't bother you in the galley unless you spring an alarm.

2



!!! ASSAULT TACTIC

When the guards finish their conversation, one will head back into the kitchen. Snuff out the other with an SC Pistol head shot, which will be masked by the ambient noise in the room. Then sneak into the kitchen to deal with the other. If you left the guards in the break room alive, you'll want to dump both bodies into the freezer so they aren't noticed.

!!! STEALTH TACTIC

The problem is, all the lights are near the guards, and your SC Pistol can only take out one of them. Since you can't count on darkness near the crate, you'll need to make a distraction, by whistling from the far corner of the room after the guards separate. That will put more distance between them, and if you're quick you can make it to the crate while both backs are turned.

2 STEALTH



L The Stern

1 If you're in Deck Two, head out the closed door in the galley to return to the staircase that connects Deck One and Deck Two with the Bridge. If you're still in Deck Three, head up through the internal staircase to The Bridge and exit out the way you first entered. The path to The Stern is up and to the left from here.

2 Go through the doorway opposite the stairway and aim for the stairs on the other side. There's a guard patrolling to your left, so move quietly and sneak up there while he's looking away. Hang a left at the top of the stairs, then a right to get behind the radio tower. There you'll find a ladder down to The Stern.

2



2



3 At the bottom, facing the ladder, the extraction point is to Sam's left. But down below, guarded by no less than three soldiers, is the final weapons crate. That's a lot of guards in a small area, but reaching the crate without confrontation is quite possible. There are clear dark spots on the deck, and the sound of the sea will dampen your footsteps. If you need help planning your route, a Sticky Camera can help, and you might be able to gas a guard.

3



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SOLO WALKTHROUGH

MISSION 3 THE BANK

GEAR

The Assault Kit now replaces the Flash Grenades with Frag Grenades, which are handy for clearing large groups of enemies (some in this level patrol in trios), but terrible for keeping a low profile. The four-pack of Sticky Shockers in the Stealth Kit are often a better choice against groups, since they let you take out one foe without alerting others.

REDDING'S RECOMMENDATION		STEALTH KIT		ASSAULT KIT	
SC-20K	60 ROUNDS	SC-20K	30 ROUNDS	SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT		LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT		LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS	SC PISTOL	20 ROUNDS	SC PISTOL	40 ROUNDS
STICKY CAMERA	x3	STICKY CAMERA	x5	STICKY CAMERA	x2
STICKY SHOCKER	x3	STICKY SHOCKER	x4	AIRFOIL ROUND	x4
AIRFOIL ROUND	x3	AIRFOIL ROUND	x4	FRAG GRENADE	x3
FLASH GRENADE	x2	FLASH GRENADE	x2		

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Enter the Bank

Gain entry to the Bank via the rooftops or through the front entrance.

- Find the Name of Lacerda's Panamanian Contact

In addition to those shipping and receiving the weapons, someone must also have helped Lacerda get them past new security inspection protocol at the Panama Canal. Find out who.

- Determine Who MCAS Bank Purchased Arms For

MCAS Bank brokered the deal for Lacerda's weapons. Determine who contracted them to do this. This information is stored on their separate servers in the Main Vault.

- Steal $50,000,000 in French Governmental Bearer Bonds

In order to make the Vault penetration look like a simple theft, steal the fifty million dollars worth of French government bonds that are stored in the fireproof Vault cabinet.

- Authorize the Vault Access from Three Officers' Panels

Vault access must be authorized from the President's Office, the Main Security Office and the Treasurer's Office. It does not matter in which order the access is authorized.

SECONDARY OBJECTIVES

- Look for Any Suspicious Transaction Records

Search hard-copy files in the offices of MCAS Bank officials for evidence of further suspicious dealings related to the Morgenholt kidnapping.

OPPORTUNITY OBJECTIVES

- Plant a Series of False E-Mails to Make It Look Like an Inside Job

Grimsdottir has provided a series of e-mails to plant on MCAS Bank computers. These will draw attention away from the operation and make the robbery look like an inside job.

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GOALS

Enter the Bank • Find the Name of Lacerda's Panamanian Contact • Determine Who MCAS Bank Purchased Arms For • Steal Bonds • Authorize the Vault Access • Look for Any Suspicious Transaction Records • Plant a Series of False E-Mails

BRIEFING

ALARMS AND COMMUNICATION

The MCAS Bank uses the same security system as the Maria Narcissa, relying on manually activated alarm switches. The big difference this time is that you can also set off alarms if you're spotted on a security camera, which will leave you unable to head off an alarm by shooting the guard who noticed you. An alarm puts every enemy on guard for a short period, but they will return to their previous routines afterwards. However, there are also permanent consequences. The first alarm is a freebie, but after the second all guards will don body armor, making it difficult to kill them without headshots. After a third alarm, they'll put on helmets, making it hard to kill them even with headshots. Trip four alarms in one mission, and you'll put the guards in a permanent state of high alert (you'll also get thoroughly bitched out by Lambert). Since these consequences are dire, you should consider loading a recent saved game if you trigger any alarms.

BULLETPROOF CAMERAS

After the camera holocaust that was the original Splinter Cell, camera manufacturers have made bulletproof casings a standard feature of the 2005 product line. Now Sam will have to rely on his OCP to temporarily jam cameras, or sneak beneath them by hugging the wall on which they're mounted. Note that all cameras on this level lack Night Vision, so you can effectively shut them down by shooting out nearby lights. It doesn't matter if you're square in the middle of the frame; the camera can't see you if your Stealth Meter is in the black.

All of this is moot, however, if you can't spot the cameras in time. They have been cleverly placed in out-of-the-way areas, so by the time you see them it's often too late. Instead, learn to listen for that staccato whirring sound that hints a camera is nearby, and then switch to the Thermal or EMF Visor to hunt it down.



COMPUTER HACKING

If you intend to pursue the Opportunity Objective in this mission, you'll need to hack into a number of different computer terminals. Hacking is also the only way through code-locked doors if you can't get the combination from a guard or e-mail.

To hack a computer, select Security Access at the top of the computer screen. You will then see a list of possible codes on the left, and a counter on the right that tests pieces of the code. When a number has been verified on the right, it will light up, and if you pay attention it will usually verify all four numbers before time runs out. Even if it doesn't, you can often guess the code off of just two or three numbers, especially as incorrect codes are eliminated from the list.

If you pick the wrong code or run out of time, you will spring an alarm, but if things aren't going well you can simply back out with the B button provided the timer is not yet in the red (the timer is displayed as the bar above the number tester that gradually shrinks).



LEARNING DOOR CODES

Several doors in the Bank are locked with computerized keypads that require four digit codes. Typically, there are two ways to learn these codes: By reading e-mail left on computers and by interrogating captured guards. If you learn a code, no need to write it down; it will pop up automatically when you're near the appropriate door.

If you can't learn the code, you can still attempt to hack the door. On this mission, hacking should be fairly easy to pull off.



REMOTE COMPUTER ACCESS

Computers are very important in this mission, both for collecting information and for uploading Grim's fake e-mails. Everything needs to be done at specific terminals, but it often isn't necessary to wade into a guard-packed security room and kill three armed men just to use their PC. Your EEV can hack computers remotely, so if you can see the computer, you can focus in on it with your Binoculars and hit the Interact button to operate it. Note that you need to focus on the computer itself, not the monitor!

Of course, if you can see into an enemy-filled room, they can probably see out of it, too. Make sure you're in a dark spot, and that no enemies are likely to wander by. You should also be aware that you're given less time for hacking when using the EEV.



IN CLOSE-UP



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TACTICS / THE WALKTHROUGH

A Reception Area

1 You begin outside of the Bank's main entrance, but you won't get far by going in through the front door. The route to the Vault begins at a ladder to the roof in the back of the Bank, which you can reach by taking the path to the right of the main entrance.

However, you will need to make a quick stop in the reception area if you intend to complete this mission's Opportunity Objective. The door is guarded by unfavorable light conditions and two cameras, so it's not going to be easy.

2 The simplest way to ensure a painless entrance and exit is to take out the three guards who patrol the Bank's exterior, or at least thin their numbers a bit. You can simply walk up and grab the first guy out of his conversation, and it's possible to sneak up on the others if you stay out of the light and away from the walls (where the motion detectors have been set).

2



3 When you're ready, sneak to the left of the Bank and hit the breaker box to shut off the power to the external lights (this won't affect cameras, but they can't see in the dark). The guards will attempt to restore the power, so you won't have much time to pick the lock if they're still alive. Go ahead and break it if no one's nearby.

3



When the door opens, turn off your night vision or you'll be blinded by the light. There's a guard behind the desk ahead, and a camera above him. The camera can't see you while you're in the doorway, so use your SC Pistol or a Sticky Shocker to shoot the guard from here, then use its OCP to disable the camera.

3



4 From the reception computer you can view all three cameras in this area and learn a few door codes. In order to upload Grim's fake e-mail, however, you'll need to hack in by selecting Security Access. The numbers that light up on the right are the correct digits of the code, and when you've seen enough to guess the whole thing, select it on the left. You can also lock in the numbers on the right when they're lit, but this is far more dangerous, since you'll spring an alarm if you hit a number just as the light goes out. When the code is hacked, upload the e-mail.

4

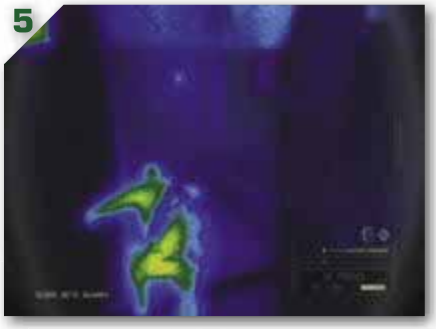


4



5 Explore the rest of the Reception Area if you like, but you won't find much. When you're ready to leave, disable the camera above you again, and exit they way you entered. If you quickly jump over a side railing (instead of walking down the steps) you can avoid being seen by the doorway camera, but the guards won't be so easily fooled. If you're spotted, be ready to gun them down before they can reach an alarm.

5





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GOALS
Enter the Bank • Find the Name of Lacerda's Panamanian Contact • Determine Who MCAS Bank Purchased Arms For • Steal Bonds • Authorize the Vault Access • Look for Any Suspicious Transaction Records • Plant a Series of False E-Mails

B The Roof

1 Hang a left after leaving the Reception Area and loop around to a stone path that leads to the Bank's emergency exit. There is a single camera on the left wall after you pass beneath the arch; disable it with your OCP then run across and leap onto the ladder. If there are enemies nearby, shoot out the lamp between the ladder and the door or you may be spotted while you climb.



2 There are no enemies on the Roof, so you have nothing to worry about as you locate the shed with the breaker box and break in with your knife. Flip the breakers inside and go find an open skylight to rappel down with the "Grab Onto Rope" command.





C Ground Floor Lobby

1 The inner office area of the Lobby is laced with a laser alarm grid that is clearly visible if you use your Night Vision goggles. You can land between them if you climb straight down, and from there you can log into the computers by focusing on them with your EEV binoculars and pressing the Interact button. Shut down the laser grid and you'll be able to move around freely.



2 As you step out of the office area, you'll see a guard snoozing to your right. Sneak up behind him and grab him so you can force him into the retinal scanner on the nearby door (a plan he suggests himself if you interrogate him).



Your objective is to authorize Vault access from three different locations. The treasurer's office is on the Ground Floor (West Wing), through the door that was locked with the retinal scanner. The President's Office and Main Security Room are both on the Second Floor, which you can reach through the Ground Floor (East Wing), to your left. You can visit these locations in any order you like, but it's both easier and more efficient to visit the second floor offices first.

D Ground Floor East

1 If you open the door to the left, you'll see a square room with doors on every side. To the right is a bathroom with a Med Kit, to the left is a security room with two guards, and the door straight across from you leads to the second floor staircase. There's a camera above the security room door, so you may want to shoot out the light, after a quick thermal scan to ensure no guards are near the door (they do go to the bathroom from time to time).

The computers in the security room have an important piece of data and are one of the eight terminals from which you can upload a fake e-mail. There are two ways to get at it:

CONTINUES





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TACTICS: THE WALKTHROUGH

D Ground Floor East

[CONTINUED]

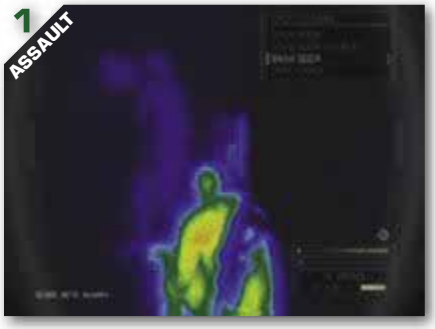
!!! STEALTH TACTIC

When the coast is clear, cross to the door that leads to the staircase. You can see the computer through a window in that hallway, and hack it remotely (aim for the desktop, not the monitors). Continue down the hall to the Second Floor Laser Grid.



!!! ASSAULT TACTIC

Enter the door code (3624, which you learned from the reception area PC), and then you're in prime position for a good ol' whistle-and-door-bash. With the hallway light out, the other will be at your mercy. Interrogate him for a bit of info, then continue on to the Second Floor Laser Grid.



4 Ground Floor West

If you prefer to enter the west wing from the Ground Floor Lobby instead, pass through the door that was locked with the retinal scanner and proceed slowly down the hall. Use your Normal Vision, or you might miss cameras that are hidden in bright spots, like the one above the exit sign to your right. Shoot out the sign to make the camera useless.

At the corner you'll spot one guard repairing the keypad at the Treasurer's Office while another patrols. If you listen in on the mechanic's conversation you can catch the door code, and if you leave him be for a moment or two, he'll fix the repairs. If any guards come your way, back up into the dark hallway and deal with them there. Take the bodies through the door beneath the exit sign (a dark hallway that ultimately leads back outside) and leave them there. Then raid the Treasurer's cabinet for documents, hit the Enable Access switch on his wall, and hack his computer to upload the fake e-mail.

Stay in dark spots and move quietly as you continue down the hallway, so as not to disturb the hive full of guards to your left. From a dark spot in the hall, use your EEV to hack into their computers through the window, and upload another fake e-mail

At the end of the hall you'll find the Courtyard door, which is unlocked from this side. Use your OCP to knock out the camera immediately to your right, then shimmy up the pipe across from the camera to reach the second floor. See the Ground Floor Courtyard section for details.











E 2nd Floor Laser Grid

1 The stairs at the end of the Ground Floor (East Wing) lead to a series of two rooms that are protected by laser-triggered alarms. Despite this, a pair of bank guards seem to be capable of walking freely through the lasers without triggering any alarms. They'll spill the secret upon interrogation: A laser-negating device is sewn into their clothes. You can't cut it out, but you can do the next best thing; carry the guard with you.

If you're lucky enough to catch the guard leaning against the railing at the top of the stairs, grab him. You can hold him as a hostage or toss his limp body over your shoulder, whichever you prefer. But you may need to knock him out to use the computer at the desk of the first room, which is one of the eight terminals from which you can upload a fake e-mail.



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E 2ND FLOOR LASER GRID

[CONTINUED]

2 There's a second guard in the next room, and a second Laser Grid. It's hard to sneak past anyone in this brightly lit area, so you may want to stand in the dark of the hallway and whistle the guard over, then pop him with an Airfoil Round or head shot when he comes to investigate. Grab a body (either will do), and cross the second Grid. If you're low on health, don't miss the Med Kit in the kitchenette to your right.





F 2ND FL. SECURITY ROOM

1 The hallway after the Second Floor Laser Grid leads to a luxuriously appointed waiting room, but a concealed camera will catch you if you try to help yourself at the open bar. Disable it with your OCP (despite the darkness, it will see you) and cross quickly towards the partially transparent Main Security Room. You want to be on the right side of the Security Room, where the door is, and where the darkness will allow you to see the guards but not vice versa.

2 If you got the security code from the ground floor security room (2306), punch it in here. If the guards are sitting at their computers, completely unaware, you can actually do an "Open Door Stealth," grab one from behind, then interrogate and even strangle him without the other noticing. If the guards are up and moving around, you can whistle or throw a bottle outside to lure them out, and then door-bash them or use your guns.

3 The reason you need to actually enter this room, as opposed to hacking from outside, is that one of the three Enable Access panels is on the wall just to the left when you enter. Once you've hit that, make sure to hack into both computers that have a Security Access option. Not only can you upload a fake e-mail here, but you can delete all the camera files (fulfilling a Bonus Objective) and then shut every camera in the Bank down for the rest of the mission! Yeah, all of them.

You can also shut down the fan, which allows you to infiltrate this room from the Courtyard. It's a second way of getting into this room for those who went through the Ground Floor (West Wing), but it's of no use to you if you didn't.













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TACTICS: THE WALKTHROUGH

G 2nd Fl. President's Office

1 The hallway on the other side of the Second Floor Security Room leads to a code-locked door. If you went straight for the second floor, you probably haven't had a chance to learn this code yet, so you'll need to hack it. Even if you fail, there's probably no one left on this floor to do anything about it.

Inside, there's a camera above the door, but it will be dead if you deactivated the cameras in the Security Office. There's nothing else of interest in this small secretary's office, so continue on to the President's Room. Inside you'll find a computer where you can upload a fake e-mail (#5, if you're keeping track) and a second Enable Access switch.







H Ground Floor Courtyard

1 From the balcony of the Second Floor President's Office, you can see and hear a single, whistling guard. It's tempting to drop him from here with a Sticky Shocker, but you need to interrogate him if you want the Courtyard door code.

Press the Jump button to vault over the balcony railing, and then Crouch to drop down to the horizontal plank below you. Shimmy to your right, away from the light, and drop into the bushes. From here, watch the guard's circular movements and prepare to grab him in a dark spot (provided you didn't already shoot him, of course).

Whether you have the code (3901) or you're hacking the keypad at the door, make sure to peek through the windows to see if there are any guards nearby. There's a camera to the left of the lock, but that's only significant if you're coming from the Ground Floor (West Wing) and haven't shut off the cameras yet. If you are, notice the pipe across from the camera, which you can climb up to reach a ventilation shaft on the second floor. From there you can crawl to the area above the fan in the Second Floor Security Room. If you hack the middle computer with your EEV Binoculars, you can shut off the fan and drop in on the guards! It's fun, but definitely a more difficult route.





I Ground Floor (West)

1 Entering the west wing from the Ground Floor Courtyard, you'll usually see a guard across the hall who is busily repairing a broken keypad on the Treasurer's Office. Let him finish, then follow him down the hall and express your appreciation. If you interrogate him, he'll even give you the door code.

2 In the Treasurer's Office, you'll find you can Enable Access at the last officer's panel, upload another fake e-mail, and search a file cabinet for information that fulfills this mission's Secondary Objective.







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GOALS
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I Ground Floor (West)

[CONTINUED]

3 If you've hit all three officer's panels, the door to the Vault area will be unlocked. It's directly across from the Treasurer's Office, but you'll need to walk right by the window of a heavily manned security office. Unless you really want to take down all three guards, find a dark spot and scan their computer through the window. Upload the second-to-last fake e-mail, and sneak away towards the Vault.

3



J The Vault

1 Hang a right before you head down the stairs to pick up the items that were left for you in a safe deposit box. A computer terminal in the same area has an e-mail you can read, but it's nothing urgent.

1



2 The Vault has two locks, so set your telemetric pick on one of them and go pick the other yourself. You need to give the telemetric pick time to catch up, so keep an eye on the red light; if you start picking any of the four tumblers while it's on, you'll be sent back to square one. When the locks are picked, set the charge on the vault and step back a respectable distance to enjoy what is surely the pinkest explosion in video game history.

2



2



3 The computer terminal at the back of the Vault is the place to start. Here you can download the transaction files (fulfilling a primary objective), hack in to send the last fake e-mail, and open the cage to the $50,000,000 in French government bonds. Cram those down your pants and pat yourself on the back for a job well done.

3



3



4 Except it's not over yet! An unavoidable Laser Grid will set off all the alarms when you leave, putting the entire bank on high alert. All of the surviving guards in the west wing will come a-running, so factor in how many you've left alive when you plan your escape. The Vault is good for gunfights, once you turn off the lights and turn on the sprinklers, but it's easier to nail a large group of guards with a Flash Grenade as they come down the hall (or a Frag Grenade if you chose the Assault Kit). Look away from the explosion, then rush in and take out whoever's left.

5 Leaving the Vault area, turn right past the Treasurer's Office and right again towards the Lobby. Your destination is the door on the left below the exit sign, which leads to an empty, windowed hallway. Have your Thermals on as you open the door at the end of the hallway, which leads right back to the yard in front of the bank. A single guard is often lurking in the bushes ahead, and you should use a Sticky Shocker to silence him before he can alert anyone else to your presence.

5

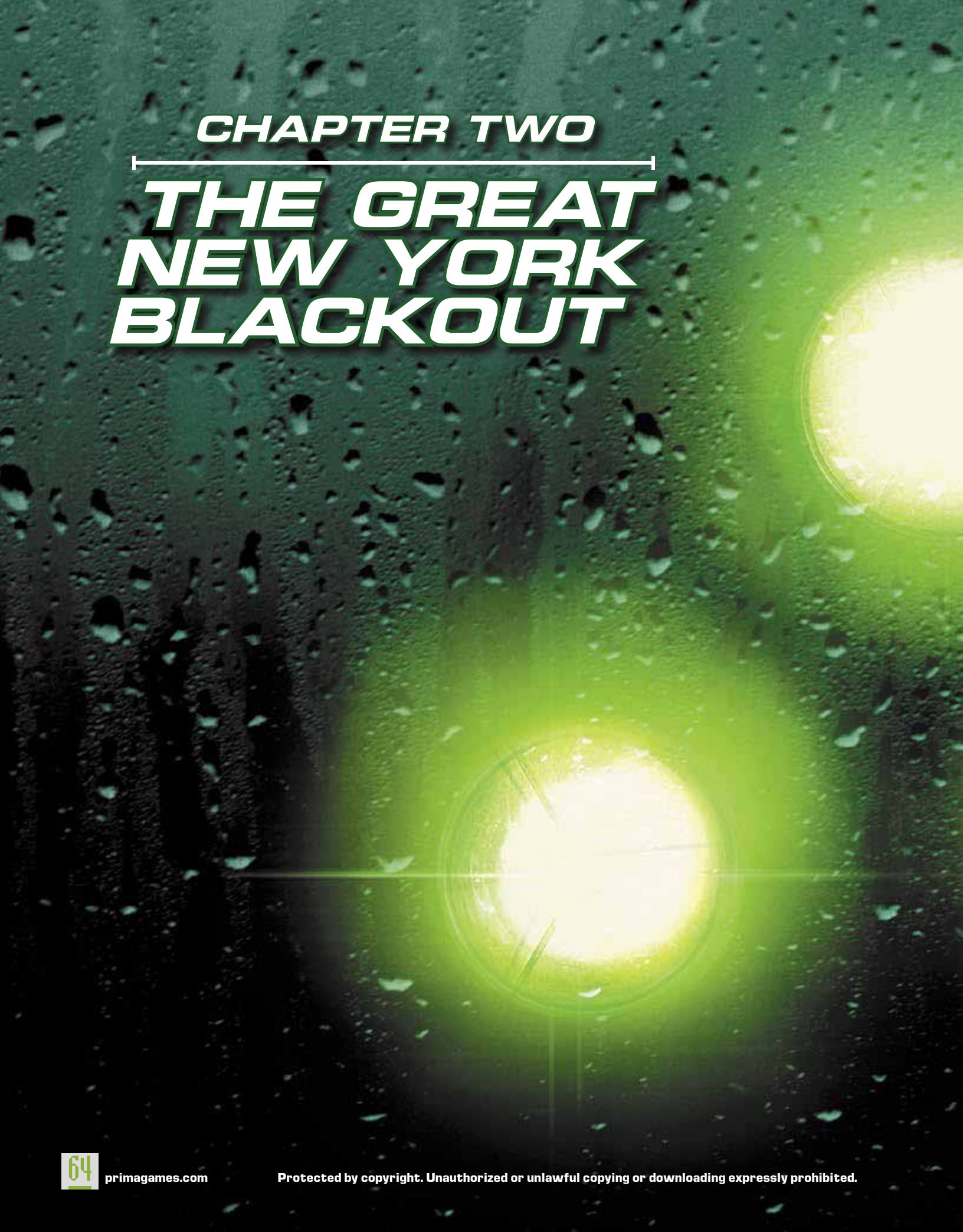


6 It should be easy to slip by the other guards at the front, and run to the exact spot where this mission began. Run towards the ivy against the wall and exfiltrate the hell out of here.

6



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CHAPTER TWO

THE GREAT NEW YORK BLACKOUT

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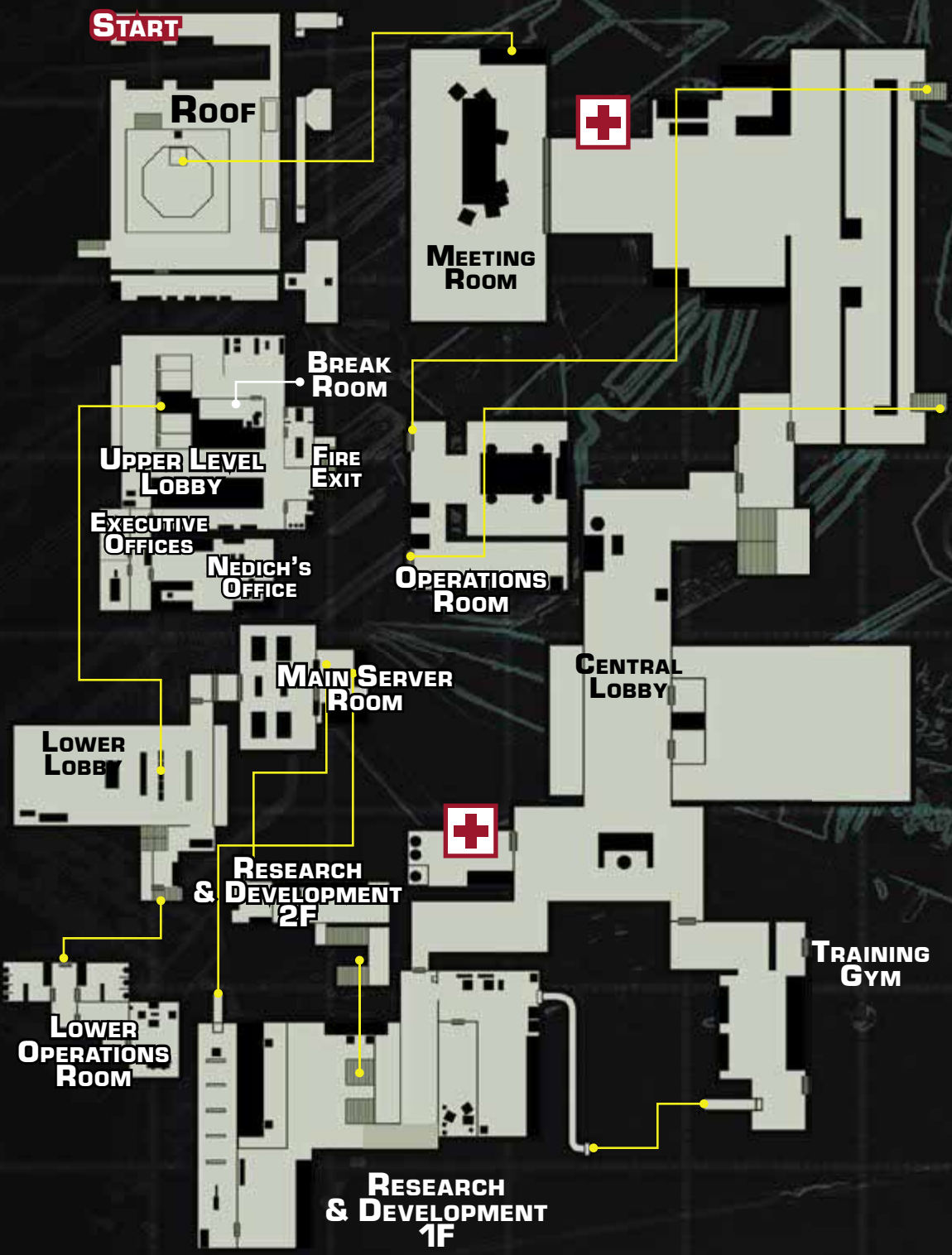
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MISSION 4
THE PENTHOUSE



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MISSION 5
DISPLACE



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SOLO WALKTHROUGH

MISSION 4
THE PENTHOUSE

GEAR

For the first time, two kits come with the 20mm Sniper Attachment instead of the Foregrip. The Sniper Attachment is incredible, but in this level it's next to useless. Long-range sniping opportunities are virtually non-existent, and you can't afford the noise anyway. Since you'll be doing a lot of interrogations here, you don't need much ammo; Stealth is probably your best choice.

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
20MM SNIPER ATTACHMENT	6 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
FLASH GRENADE	x2
SMOKE GRENADE	x2

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2
SMOKE GRENADE	x2

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x4
FRAG GRENADE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Get to Zherkezhi's Penthouse in the Adjacent Building

Zherkezhi's Penthouse Apartment has power, and is connected to the roof by electrical cables attached to the large sign.

- Access Zherkezhi's Server to Determine Who Dvorak Is

Access Zherkezhi's private terminal and find out who Dvorak is. The terminal is probably hidden somewhere near the Master Bedroom.

- Obtain the Missing Transaction Records

Recover any additional information about dealings between Zherkezhi or Dvorak and MCAS Bank in Panama.

- Find Out Who the Mercenaries Work For

The men protecting Zherkezhi appear to be professional mercenaries. Find out who they work for by interrogating any of them or accessing any computer they may have brought.

- Locate Dvorak

Go to the abandoned part of the building across the roof and locate Zherkezhi's associate Dvorak.

- Retrieve a Hardcopy Output for a Single Dvorak Execution Style

Restart the Dvorak computer without overheating it and recover a stack of punch cards that contains the data from its execution cycle.

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GOALS [CONTINUED]

SECONDARY OBJECTIVES

• Discover Who Is in Charge of the Zherkezhi Protection Detail

Some of the guards may know who is in charge of the Zherkezhi protection detail. Ask around.

OPPORTUNITY OBJECTIVES

• Tap the Penthouse Video Cameras

Tapping the security cameras that Zherkezhi has installed will facilitate Echelon's ability to more closely monitor his activities.

BRIEFING

DON'T MESS WITH "THE GUARD"

For the first part of this mission, the opposition will be members of the New York National Guard. They're on your side, whether they know it or not, and Lambert won't be happy if you kill any of them. It's not a mission failure, but your ranking will sink like a stone.

That means you have to use non-lethal techniques only, including KO's, choke holds, and Airfoil or Sticky Shockers only. Of course, the best non-lethal technique is not to engage them at all; distractions and quick footwork will get you by most of them. The National Guard have only been deployed in the streets and the apartment building at the beginning of this mission. After you zip across to Zherkezhi's building, you can resume killing with impunity.

INFRARED CAMERAS

Zherkezhi's Penthouse is well guarded by six cameras, but they're not the sort you're used to. Infrared cameras can see in perfect darkness, making the usual technique of shooting out nearby lights completely ineffective. However, you can now see the cameras' beams whenever you use your Night Vision goggles, making it much easier to stay out of their sight. Like normal cameras, you can disable them with your OCP, but you can't permanently destroy them.

WALL MINE BOOBY TRAPS

For the first time, Sam may encounter Wall Mines that have been left by his foes. All of the Wall Mines are in the Sniper's Nest, an optional area, but if you do go in there you'll need to be very wary. Wall Mines beep like cameras, can be bypassed if you walk slowly, and disarmed relatively simply. They have many weaknesses, but each has been cleverly placed to negate the drawbacks. If you hear beeping, always crouch-walk as slowly as possible and don't execute any movement actions (falling, mantling, etc.) until you can spot the mine (you can't control your speed when you do these actions, and they will set off mines).









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TACTICS / THE WALKTHROUGH

A Manhattan Streets

1 You begin in an alley outside of the building next door to Zherkezhi's. You'll need to infiltrate this building to reach your true goal, but the National Guard won't make it easy.

Hide behind the dumpster until the patrolling guardsman passes by, then go for the grab. Don't follow him too far from the dumpster, or his squadmates might see you–this area's more brightly lit than it appears. Drag the guardsman into a dark corner for interrogation, where he'll reveal the strength of his unit.



2 There are four more guardsmen here, and they're concentrated in the carport area, where the door to the Apartment Building is.



!!! ASSAULT TACTIC

If you chose the Assault Kit here, you don't have a lot of options. Sneak forward, hide behind the dumpster and shoot out the spotlight to the left of the truck. That will plunge the area into darkness, but most of the guardsmen have flashlights or at least flares. You now have to run through the open doorframe towards the apartment building while avoiding all the light beams. Knock out flashlight wielders if you can get behind them, and pop an Airfoil Round into any flare-holders if they're coming your way.





!!! STEALTH TACTIC

Climb up the fire escape ladder across the street from where you began, up a few levels to a pile of boxes. From the boxes, you can jump to a thin ledge, where Sam can thoroughly abuse his fingers by shimmying all the way down the street, into a side alley, and down a pipe.



Now you're in the secured zone, but there's still plenty of light and plenty of guardsmen to see you. If you chose the Stealth or Redding Recommends Kit, your inventory has a solution: One Smoke Grenade tossed into the center of this area (near the speed bump) will do it. It will shield you from the eyes of enemies across the way and attract the attention of closer guards, who will be looking at the smoke instead of you. Run straight for the open door frame and hang a right to enter the Apartment Building.





B The Apartment Building

1 If you picked up any unwanted attention on your way in, close the door behind you and do a door bash to shake off your pursuer. Otherwise, proceed quietly into the Apartment's lobby, where two more guardsmen await. To your left, you'll see one of the guardsmen repairing the elevator. The other guardsman patrols in a loop around the lobby, and you'll need to contend him with if you choose to explore any further. There are only a few light sources in the lobby, all of which can be easily doused, so sneaking up on him isn't too tough. Your reward is a Flash Grenade hidden in a dark room.





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GOALS Get to Zherkezhi's Penthouse • Access Zerhzezhi's Server • Obtain the Missing Transaction Records • Find Out Who the Mercenaries Work For • Locate Dvorak • Retrieve Hardcopy Output • Discover Who's in Charge of Detail • Tap Penthouse Cameras

B The Apartment Building

[CONTINUED]

2 Your destination is the Building's roof, and the blocked stairway leaves the elevator as your only option. You can wait for the guardsman to finish the repairs if you like, but you can also get inside, climb through a hatch above it, and climb your way to the top. The elevator will kick into action while you're climbing, but it won't hurt you if you slide on top of it.







3 The elevator always stops at the top floor, where there's one guard between you and the roof access stairs. If you spot him in the well-lit area outside the elevator, hide inside until he moves on. When the coast is clear, you can whistle at him from a dark spot, then either slip by or KO him when he goes to investigate.



C The Rooftop Helipad

1 Your goal here is to get to the other side of the neon AXE sign, where you can zip across a power cable to Zherkezhi's Penthouse. The only problem is the helicopter load of guardsmen who have just arrived on the scene. Fortunately, the helicopter itself makes a ton of noise, so you can get away with just about anything here. All the sound will force you to rely on lights to make distractions, but that can be a very effective strategy.



Turn left from the door, and then make another quick left to find a switch that will shut off some of the lights by the helicopter. If you feel like messing with some guardsmen, you can do a split jump after you hit the switch, and then drop on the guys who come to investigate (the fall will KO, not kill). Hitting that switch should send some of the guards around



to investigate, but it won't always get them all. Leave the way you came, then shoot out the light across the way, by the little step bridge. That will attract the attention of any remaining guards, who will come over the bridge to investigate. You, however, can just climb over the pipes far out of range of their flares. Run to the AXE sign, and OCP it when you get close. They'll notice that, too, but you'll be long gone by the time they make it back here! Jump up to the cables above the sign, and zip across.







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TACTICS: THE WALKTHROUGH

D Penthouse - Lower Fl.

1 There's a guard with a flashlight on the balcony adjacent to the one where you land, so make sure the flashlight is pointing away when you jump over. It is oh-so-tempting to do a pull-down kill from the railing, but Lambert wants to know who the mercenaries work for, and this loose-lipped merc is more than happy to spill it. A successful interrogation completes one Primary Objective (find out who the mercenaries work for) and begins a new Secondary Objective (discover who is in charge of the Zherkezhi protection detail).



2 Peek into the open doorway without exposing yourself; while one guard is busy fixing another busted elevator, the other is often looking right at the door. A reel-to-reel cassette player, so popular with the kids these days, is blaring a tune that will mask most of your noise here. If you think this newfangled hard rock might be too hard on Sam's wizened eardrums, well, that's what the SC Pistol is for.

Given enough time, the elevator repairman will get those doors open, creating a shortcut to the Main Floor. This can shave some time off your mission, but you'll pass up some Optional Objectives on the way.



!!! ASSAULT TACTIC

Taking out these two chumps is pretty easy. While the patrolling guard is near the door, whistle from outside then slip in to the dark area on your left. When he walks outside, KO or grab him. From the darkness you can either shoot the elevator repairman, or you can OCP the light above the elevator and sneak up on him. Neither can be interrogated if you already talked to the guy outside.





!!! STEALTH TACTIC

While the roving guard is out of the room or looking away, cut the tarp just to the right of the entrance and enter a small, unfurnished room. Climb into a ventilation shaft on the left wall and that will take you right past the elevator area.



3 Past the elevator area is a kitchen, where noisy hardwood floors become more and more of a factor as you get farther from the tape player. The kitchen connects to the architect's office, where you can catch a guard napping if you make no noise at all, so draw your gun to move silently through this area.

You can interrogate the napping guard, but all he knows about is Med Kit placements (which are in obviously places anyway). The architect's computer has plenty of helpful info, however, and hacking it will fulfill a Bonus Objective.



4 Unless you left the guard napping in his chair, break the lock at the door. Outside you'll see the first of Zherkezhi's infrared cameras, whose beams you can see with Night Vision goggles. Slip under the beam and tap the camera for Redding, the first part of this mission's Opportunity Objective. Then disable the camera with your OCP and run up the stairs. You can open the first door you pass if you like, but it only leads to a magnetically locked door you can't yet open. The one straight ahead connects to the Main Floor.



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E Penthouse - Main Fl.

1 The door at the top of the stairs leads to a side bedroom where yet another mercenary is listening to loud music. You can hop onto the bed and grab him if you want some info about the magnetic lock in the other room, but do it quickly before the other guards return.

If other guards make their presence known (there is one on the balcony and another that roves widely throughout this floor), turn off the lights (the switch is by the door) and jump up to the pipe above the switch. When guards come to investigate, you can hit them from above with your left and right trigger attacks.





2 Make sure the lights are out when you hop through the window to the balcony, or the guard might be able to see you through the blinds. It's pretty dark out here, so you can KO him from behind cover, or yank him over a railing.



3 The balcony ends at a patio guarded by the second infrared camera. A guard is often right inside, and can see you through the sliding glass door, so proceed cautiously as you tap the camera and peek inside. If he spots you, he'll come outside to investigate, so hang back to take him out when he opens the door.





4 The Penthouse is beautifully furnished and very lightly guarded. If you've already dealt with the roving guard, there will only be left on this floor, in the TV room. He's often leaning against one of the structural supports, where he can be hard to see and impossible to grab. Get a bottle from the kitchen counter and throw it into a dark corner to distract him while you take him from behind. You definitely want him out of the picture, since there are two cameras to tap here!





5 Before you reach the TV room, there's a laundry room to your left with a ventilation shaft. This shaft connects to the elevator shaft, so if you came directly to this floor from the Lower Floor elevator you can either enter through here or in the camera-swept entranceway across from here. From here, it's easy to tap into the camera from below, without risking its beam.



6 The second camera is on the far wall, and you can reach it safely by going along the right wall, behind the tapestries. After you tap it, OCP it so you can climb the stairs safely.



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TACTICS: THE WALKTHROUGH

F Penthouse - Upper Fl.

1 There are no guards here, so you can rest easier for the first part of this floor. Disable the camera on the stone wall, and then dash to the computer desk across the room. The camera won't be able to see you here as you dig up those files Lambert wanted. OCP the camera again, and then tap it. If you need healing, the glass door by the bed leads to a bathroom with a Med Kit.

1



1



1



1



2 Zherkezhi's closet (to your left when facing the camera) leads to an unguarded security room. The computer records will lead to a new Primary Objective, and Grim will be able to unlock the magnetic door from here. Don't think you're done in this area, though! Those willing to continue can resolve two Optional Objectives here.

2



3 Move along the stone wall, heading away from the closet. After passing a window that opens above the patio, you'll find a long tunnel that ends at the door to a greenhouse. A conversation begins as soon as you come down this way, so use your Optic Cable to get all the details. When the conversation ends, one guard will come straight for the door, so be ready to fall back to the area with the window! A door bash may be tempting, but you want to interrogate this guy.

3



Turn off the lights in the area with the window (the light switch is along the wall, towards the camera). When the guard goes to the switch to turn the lights back on, you can easily grab and interrogate him. He'll give you the answer you need to complete this mission's Secondary Objective.

3



Finally, return to the greenhouse and do a whistle-and-door-bash to take out the second guard. With the greenhouse clear, you can now tap the final camera, which is directly to the left of the door. You can reach the wire without being seen, so no need to OCP it.

3



4 The window provides a handy shortcut, but be careful; that infrared camera can see you as you drop to the patio, so OCP it or time the drop carefully. Cut through the bedroom with the radio, and open the other door in the outside area to reach the small kitchen with the magnetically locked door.

4



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GOALS Get to Zherkezhi's Penthouse • Access Zerhzezhi's Server • Obtain the Missing Transaction Records • Find Out Who the Mercenaries Work For • Locate Dvorak • Retrieve Hardcopy Output • Discover Who's in Charge of Detail • Tap Penthouse Cameras

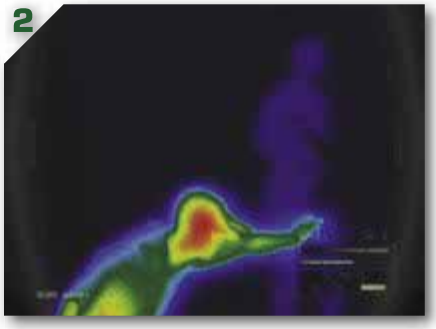
G The Abandoned Building

1 The magnetically locked door leads to a rooftop patrolled by a single guard… or so it seems. Behind each window is a sniper who will blow you to pieces if you get spotted. So stealth is definitely a priority here. Sneak up to the cover of crates and blow out the light on the side of the building (your SC Pistol is quiet enough not to draw the sniper's notice). That will put the guard on alert, but a nearby bottle can provide a nice distraction so you can grab and interrogate him (not that he has much to say, but it's interesting to hear a guard resist).

2 Pass through the door beneath the light, but be on the lookout for a patrolling guard. You'll usually spot him through the next door, and he's an easy target for a door bash. The hallway splits here; to the left is a keypad-locked door that leads to Dvorak's Room. To the right is the heavily booby-trapped Sniper's Nest. There isn't much reason to go that way if you're capable of hacking the keypad, but it does give you a second opportunity to complete the "Find Out Who the Mercenaries Work For" Primary Objective.







H Sniper's Nest

1 The beeping you hear if you enter the Sniper's Nest is the first of many Wall Mines, near the entrance to the kitchen. Move slowly up to it and select the Disarm interaction while the light is green to deactivate it. The door just past it leads to a bathroom with a Med Kit, and there's a Gas Grenade on the kitchen table.

2 Walk very slowly upstairs, and you can take both snipers from behind. The first one is to your left; grab and interrogate him if you want, then use the computer to find an e-mail that links the mercenaries to Displace (it's a back-up solution in case you killed every guard who could have told you). Don't go out this guy's window; Wall Mine, boom.

3 The next sniper is in the next room over, and even if he hears you coming it should be dark enough to smack him down easily. Opposite the window you'll notice a pulled-out washing machine, and near it, a wall mine. If you disarm the wall mine you'll be able to enter a ventilation shaft that will take you to Dvorak's Room.











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Dvorak's Room

1 There are no enemies here, just a doddering old man who will tell you what you need to know if you ask him enough times. After several conversations between him, you, and the voices in your head, you'll get a new objective: Retrieving hardcopy output from the ancient computer here.

2 The old man will help you get it, and it isn't difficult to do. Start up the main server, and then while he works three of the terminals, you work the other three. When a terminal lights up and starts to buzz, just switch it, and wait for the next one to click on. If you fail, you can try again without penalty. You can pick up the hard copy on the other side of the room, near the old man's terminals.

3 Exfiltration will require you to go all the way back to Zherkezhi's living room. That means crossing the rooftop, going in through the side bedroom with the radio, crossing the patio, and going to that small hallway across from the laundry room entrance. Disable the camera there, then leap into the shaft and drop through the hole at the top of the elevator.









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GOALS

Get to Zherkezhi's Penthouse • Access Zerhzezhi's Server • Obtain the Missing Transaction Records • Find Out Who the Mercenaries Work For • Locate Dvorak • Retrieve Hardcopy Output • Discover Who's in Charge of Detail • Tap Penthouse Cameras





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SOLO WALKTHROUGH

MISSION 5 DISPLACE

GEAR

You can't kill anyone this entire mission, so the Assault Kit isn't even available. Ammo is absolutely useless, so the only downside to the Stealth Kit is that you don't get the Flash and Smoke Grenades that come with Redding's Recommendation. But you do get non-lethal Gas Grenades (fired through the SC-20K Launcher), which are fantastic. Stealth is definitely the choice here.

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2
SMOKE GRENADE	x2

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x5
GAS GRENADE	x3
AIRFOIL ROUND	x3



SC-20K w/ LAUNCHER ATTACHMENT



SC-20K w/ FOREGRIP ATTACHMENT

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Retrieve the Server Access Algorithm

Recover Displace's central server access algorithm by hacking the laptop of the executive in the Meeting Room or checking for a backup in the Training Area.

- Access the Central Server in the Server Room

Access the central server to determine if Displace is complicit in Zherkezhi's possible crimes. Find a way in through the R&D Section.

- Discover Who Is in Charge of the Zherkezhi Protection Detail

Search Displace's servers to find any information about the Zherkezhi protection detail and who is in charge.

- Don't Kill Anyone

Displace must not discover that intelligence operations are active against them. Killing anyone during the mission will result in immediate mission failure.

- Find Information Linking Displace and Zherkhezi

User "Mnedich" has removed files relating to the Zherkhezi protection detail from the central server. Check his personal computer in his office on the top floor.

SECONDARY OBJECTIVES

- Discover the Real Identity of Milan Nedich

Third Echelon's files draw a blank on the name Milan Nedich, Displace's VP of Protection Services. Find out what his real identity is.

OPPORTUNITY OBJECTIVES

- Insert Tracer Programs into Displace's Division Servers

Grimsdottir will be better able to monitor Displace's activities if you can insert tracer programs into the small servers in each of Displace's divisions.

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GOALS

Retrieve the Server Access Algorithm • Access the Central Server • Discover Who Is in Charge of the Zherkezhi Protection Detail • Don't Kill Anyone • Find Info Linking Displace and Zherkezhi • Discover Milan Nedich's Real Identity • Insert Tracer Programs into Servers

BRIEFING

SECURITY OVERVIEW

Displace International uses the same four alarm system you've encountered in past missions, complete with normal (non-infrared) cameras like those seen at the MCAS Bank. One new twist in this area seems to be an increased level of communication between guards. Even if an enemy can't get to an alarm button, they can call in a security breach within seconds, remotely triggering an alarm. Make sure that if you're seen you K.O. your foe immediately!

THOU SHALT NOT KILL

These Displace guys seem like a bunch of jerks to me, but Lambert is pretty adamant that you not kill them. Unlike killing National Guardsman, which only got you a stern talking-to and no pudding after supper, killing someone here is an instant mission failure. Fortunately the many blind corners in this building combined with the cover of darkness cast by the power failure have made it quite easy to get close enough to foes for a left trigger KO. This should be your primary mode of attack here, and you'll find it surprising effective. Even if an enemy several feet away spots you, you can usually reach him and knock him out before he can draw and fire his weapon.

A HIGHER CLASS OF FOE

Displace doesn't charge the big bucks because they're a bunch of chumps, and you'll find the enemies here are a class above Panamanian rent-a-cops and Lacerda's thugs. For one thing, they're incredibly attentive; any change you make to the environment will be noticed immediately, so close doors behind you and don't think you can shut off a light without arousing suspicion.

Another problem is that they're pretty familiar with your tricks. Gas Grenades can surprise them, but no one falls for the sticky camera clicker here. That doesn't mean you can't effectively use the sticky camera for KO's, just that you'll have to fire it in their path and gas them when they pass.







TACTICS / THE WALKTHROUGH

A INFILTRATION

1 You begin on the roof, where your goal is to deactivate a ventilation fan and rappel into the heart of Displace International. Don't be in a hurry to shut off that fan, though, as the racket it makes will mask any misstep Sam makes as he deals with the two guys on the roof.

The first will leave the well-lit machine area for a patrol, and it should be a snap to grab and interrogate him. Bloodthirsty players should remember the no-kill rule, and keep their knives sheathed when it's time to end the chat.

The entrance to the machine area is very well lit, so skip the door and climb over the fence at a shadowy part. The technician here has nothing to say, so a solid left trigger smack will do fine. Use one of the big machines to shut off the fan.

1



2 You're not in yet, though. You have to pick the lock on the trap, and then select "Rappel on Wall" at the pole just outside the trapdoor (it's way too far to jump unsecured).

1



1



2



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TACTICS: THE WALKTHROUGH

A Infiltration

[CONTINUED]

3 A network of shafts will lead to another trap door, this one over a Displace International meeting room. Do not open it, or you'll be starting this mission under heavy fire and with an alarm over your head. Instead, use the Optic Cable to observe the proceedings and get your first look at the briefcase-sized laptop that contains the server access algorithm.

3



3



B Meeting Room

1 A network of shafts will lead to another trap door, this one over a Displace International meeting room. Do not open it, or you'll be starting this mission under heavy fire and with an alarm over your head. Instead, use the Optic Cable to observe the proceedings and get your first look at the briefcase-sized laptop that contains the server access algorithm.

1



2



1



2 There isn't much of interest in the lobby area outside the Meeting Room, but if you look over the railing you can see a lounge one floor below you with a Med Kit. It's quite a ways to fall, but if you want to get there quickly, you can always aim for the guy down there; if he breaks your fall you won't take damage and you'll probably get a good laugh out of it. But unless your condition is desperate, it's best to continue to the Operations Room at the other end of the lobby.

2



C Operations Room

1 There's always at least one guy using a computer when you enter the Operations Room, so sneak up and KO him while he's occupied (they never have any info for interrogation). Then it's time to start hacking. The computer at the top of the stairs is the only one where you can upload Grim's tracer, this mission's Opportunity Objective. All of the other computers reveal the same piece of data when hacked: A VIP detail report that accomplishes one of your primary objectives. All in all, a very lucrative trip.

1



1



1



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GOALS
Retrieve the Server Access Algorithm • Access the Central Server • Discover Who Is in Charge of the Zherkezhi Protection Detail • Don't Kill Anyone • Find Info Linking Displace and Zherkezhi • Discover Milan Nedich's Real Identity • Insert Tracer Programs into Servers

C Operations Room

[CONTINUED]

2 Take the body with you as you leave through the door at the lower level, and dump it in a dark spot in one of the bathrooms to your left. Then quietly enter the short hallway across from the Operations Room, which will take you to the lounge that you were looking down upon from the Meeting Room area. There should be a Displace employee here who you can easily take from behind, and he'll give up the door codes when interrogated. Dump him with his friend in the bathroom, and award yourself some imaginary bonus points if the bodies land in comical positions.





D The Server Algorithm

1 That door code (8135) opens both the locked door on this floor and the one above. Whichever door you open will lead to the same event: Chief Julian from Displace continuing to hard sell Tom from City Hall on security services. Either way you'll get a valuable chance to hack the briefcase, but the optimal strategy varies drastically depending on which door you choose.



!!! STEALTH TACTIC

If you want to fulfill this objective with finesse, open the door on the upper floor (outside the Meeting Room). Stand to the left of the keypad, because when Julian says he's going to open the windows, he means electrochromically, and the entire wall to the right of the door will turn to glass. Give them a second or two to move on, then open the door and carefully close it behind you. Sneak behind the potted plant, but do it fairly quickly or they may see you moving when they stop in the middle of the hallway. From there, use your EEV to hack into the briefcase right through the leaves of the plant. Their conversation won't last long, so you need to hack quickly; take your best guess after the first two or three numbers are revealed.



!!! ASSAULT TACTIC

As Sam will say when you clock the guy with the briefcase, "finesse is for the young and cocky." Why scan the briefcase from afar when you can pull it out of Julian's limp hand? Your best bet for a violent resolution is to open the door on the first floor, then step to the side of the staircase. After a few seconds, both men will come walking down the stairs, and you can get behind Julian and grab him or do a KO blow (you can interrogate him, but he'll only tell you the door code you already know). Don't worry about Tom; he doesn't know how the alarm system works, and will merely run cowering to the lounge.

If you can't hit them coming down the stairs, hang out until they come back around this way and ambush them from the darkness. This has the added bonus of allowing you to hear the entire skyscraper construction anecdote, which you can then relate at snobby wine-and-cheese parties for years to come.

If you let either man escape, or screw up and get spotted, both Tom and the chief will scurry back to the lounge below the Meeting Room. Tom is a pushover; he'll surrender for interrogation immediately (though really, it's less an interrogation than it is an unsolicited lecture from Sam about the fall of Rome). Julian, however, will find a good defensive position and prepare for a fight. There is one direction he won't expect an assault from, though…











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TACTICS: THE WALKTHROUGH

E Lower Lobby

1 Both levels of the Main Lobby have noisy hardwood floors guarded by a video camera and regularly patrolled by guards. Until now you haven't had to cross, but there are locked doors at the far end of both levels that warrant investigation.

The Lower Lobby is actually optional, as the door at the end leads absolutely nowhere. If you want to check it out, you'll need to either disable the camera or sneak around through the reception area to your left. The reception area is patrolled by a guard, but in the darkness it's pretty easy to take him out. A thrown paper cup from the water cooler will provide a nice distraction.

There is nothing of interest in the area he patrols, just an empty reception desk and inoperable elevators. If you want to examine them anyway, you can pass through the security doors while holding the guard's body (or by pulling yourself over the divider).

The keypad-locked door at the end of the hall is also a dead end, but when you hack into it and check it out, Grim will radio you with a back-up plan on how to reach the Server Room.







F Central Lobby

1 There are plenty of interesting rooms on the other side of the Central (Level 2) Lobby, but it can be tough to get over there safely. There is no way to sneak around the camera, and there's an alert guard sitting at the desk at the far end (unless he's left his desk to investigate suspicious activity elsewhere). Fortunately, both problems can be solved with a single action; aim your OCP not at the camera, but at the Level 2 sign that is the camera's only light source. That should let you avoid detection and take out the guard in the darkness.



If the guard refuses to budge from his desk to investigate, however, you may need to use some sort or trick, like a Gas Grenade, Sticky Camera, or Sticky Shocker. Make sure the body doesn't land within the camera's range, though!



2 At the end of the lobby you'll see the Training Gym to your left, a rest room to the right (with a Med Kit, as usual), as well as the door to Research & Development, locked tight with a retinal scanner. No one you've encountered has high enough clearance to trigger the scanner, so don't even try forcing the faces of random Displace employees into it, or you'll set off an alarm every time. You can hack it, however, which will reveal a hallway with a Laser Grid. Unlike the retinal scanner, any guard body slumped over your shoulder will shut down the grid. If you're not good at hacking, you can also get into Research & Development through the Training Gym.



WHAT NOT TO DO.





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GOALS

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G Training Gym

1 If you've avoided putting the guard on alert, you'll encounter the next guard in the locker room, obliviously heading into the gym to begin his work out. Let him go; the ambient noise generated by his treadmill will mask your actions inside. Before you leave the locker area, notice the open ventilation shaft to the right; that's the safest way to sneak into Research & Development.

2 Enter the Training Gym through the door to the left of the lockers. Your objective is the computer at the far end of the room, where you can upload another one of Grim's tracers. There is no way to hack it remotely and reaching it without being noticed by the guy using the other computer is needlessly difficult. It's so much easier to just sneak behind him and smack him. The guy on the treadmill is a total freebie; he's so distracted you can walk up and grab him at virtually no risk to yourself.











H Research & Development

1 Man, those R&D geeks get all the perks. Depending on which way you enter, you'll end up at either end of a well-stocked break room, where two slackers are singing the praises of UbiSoft's newest Prince of Persia game (hint hint). After their chat, one guy will become engrossed in the newspaper on the counter, enabling you to sneak up and grab him easily. There are three guys working this area, so make sure to take him to the convenient body-dumping nook within the break room, and shut the door afterwards.







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TACTICS: THE WALKTHROUGH

H Research & Development

[CONTINUED]

2 The other two tend to hang out by the weapons-testing window at the adjoining room's far end.

!!! STEALTH TACTIC

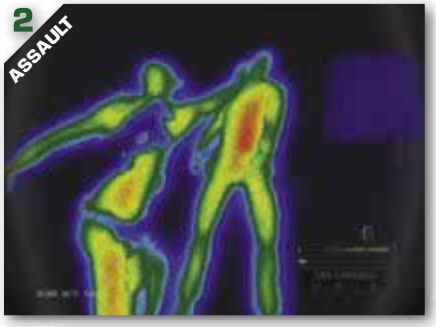
If you took the Stealth Kit, this is a great opportunity to play with your new Gas Grenades. Bank a shot off of the crate beneath the stairs and you can often gas them both out.

!!! ASSAULT TACTIC

If you don't have Gas Grenades, wait for the pair to split up; one has a routine that takes him upstairs while the other likes to head into the weapons testing area. There's a lot of scattered light here, so sneak up on them from behind or use Airfoil Rounds or Sticky Shockers to knock them out.

3 The R&D mainframe is on the second floor, in a locked room. You can't interrogate either of these guys, so if you want to upload that last tracer, you'll need to hack the keypad or use the ventilation shaft. You can enter the ventilation shaft at the end of the weapons testing range (while the gun is off, of course), but going through the computer room is a better plan. If you turn the gun on (with Activate Turret) and leave it on, the ambient sound level will increase.













I The Main Server

1 If you entered the ventilation shaft from the weapons testing range, make sure to keep an eye out for the small and hard-to-see shaft that connects to the R&D mainframe so you can complete the Opportunity Objective in this mission. Whichever way you go will end at a hole in the shaft, where you can lower a rope and slide down to the server. Use your stolen algorithm to crack that baby open, and then get ready for a few surprises.

2 When the power comes back on, you'll find the server room lighting up like a Christmas tree, and hear the approaching footsteps of the server maintenance guy. There is nowhere in here to hide, so hop back onto your rope and pull yourself up. Hang out until the server guy starts working on the computer, then drop back down and interrogate him.







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GOALS

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I The Main Server

[CONTINUED]

Dump the body in the alcove behind the shielded wires, where it won't be immediately visible to the guard outside when the doors open. Speaking of the doors, they open automatically when you approach them, so keep your distance! And don't hit the switch on the wall; it doesn't toggle the lights, just the electrochromic windows.

3 When you're ready to deal with the guard outside, step beside the doors to open them and wait for the guard to wander in. If he doesn't after several seconds, slip out and find him among the shelves. The door on the other end is the one on the first floor that previously lead to a dead end.

4 If you haven't already knocked out the guard who patrols the level 1 lobby, do it now, then slip beneath the camera and press either elevator call button on the left (either glass elevator; the main elevators won't ever work). Ride it all the way to the top floor, where M. Nedich's computer awaits.

2



3



4



J Upper Level Lobby

1 There is no camera in the usual position above the elevators on this floor, but don't be completely careless, as there is a camera elsewhere in these halls. From the elevator, head right (to your right, not Sam's) and quietly step to the edge of the hallway where two guards are having a conversation. Listen in to get the door code to the executive suites, then slink away. It's easier to take them when they're not together, but if you don't mind risking a negative mark on your mission ranking, you can knock them both out here.

2 To the left of the elevators is a thin hallway to a dark lounge area. Across from the lounge is a small break room where two employees are speaking behind a closed door. Listen in at the glass window with the EEV set to Zoom mode, and one will let slip Milan Nedich's real name, fulfilling this mission's Secondary Objective. They'll leave the room as soon as the conversation is over, so be prepared for a door bash when the time is right. Making it even easier to deal with the other is the fact that you can turn the lights out from your side of the door, setting him up for an easy KO.

3 Those four men (two in the hall and two in the break room) are all the enemies in this area. If any are still patrolling the halls, it's better to take them out now, since there are lots of blind corners and electrochromic walls on this floor, and you don't want to get spotted. Since most of the enemies end up circling the area, you can set a little trap by turning out the lights in the small waiting area by the elevators. When the guards come to turn the lights back on, you can grab 'em from behind.

1



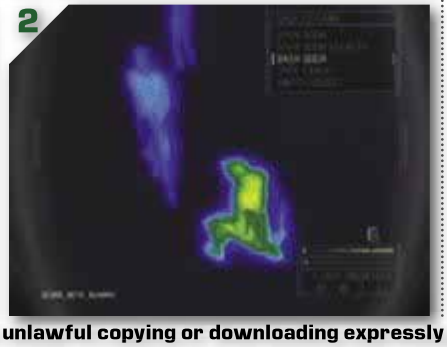
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1



2



3



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TACTICS: THE WALKTHROUGH

K Executive Offices

1 The long hallway past the connected offices and the emergency exit contains this floor's only security camera. Disable it from afar, then run to the keypad and enter the code (2346). If you didn't get it from overhearing the guards' conversation or interrogating the same guard, you can find it on a computer in the connected offices.

2 The second meeting room on your right is occupied, but if you're sneaky you can slip in and grab the guy out of his chair. He'll reveal the code to the CEO's office (2609) upon interrogation. The CEO's office is the last door on the left in this area.

3 The computer closest to the door in the CEO's office has the information you need, fulfilling your final Primary Objective. You can also get the code for the fire door, which is your ticket out of here (3485). As you leave the Executive Office block and head to the nearby fire door, don't forget to disable the camera again!











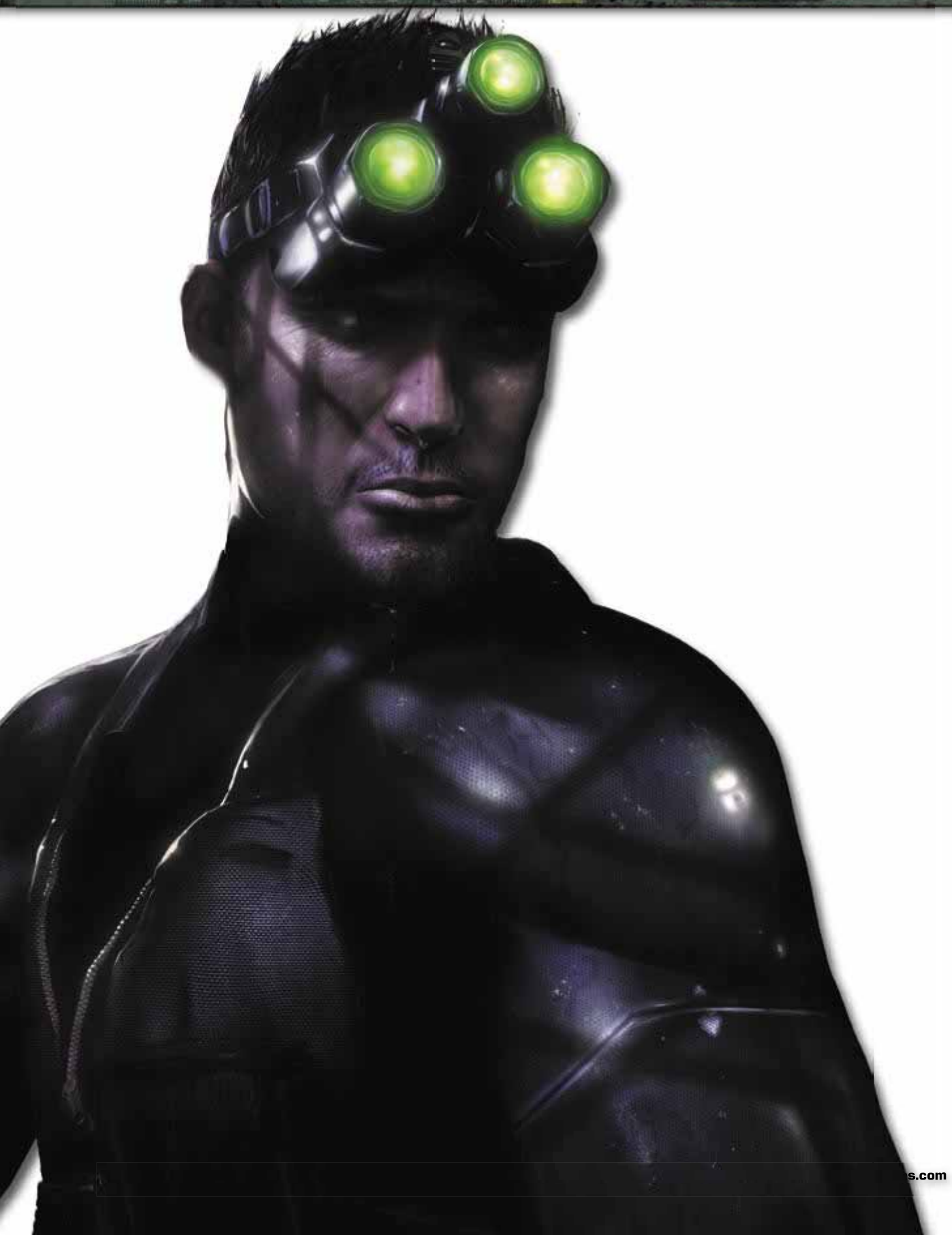


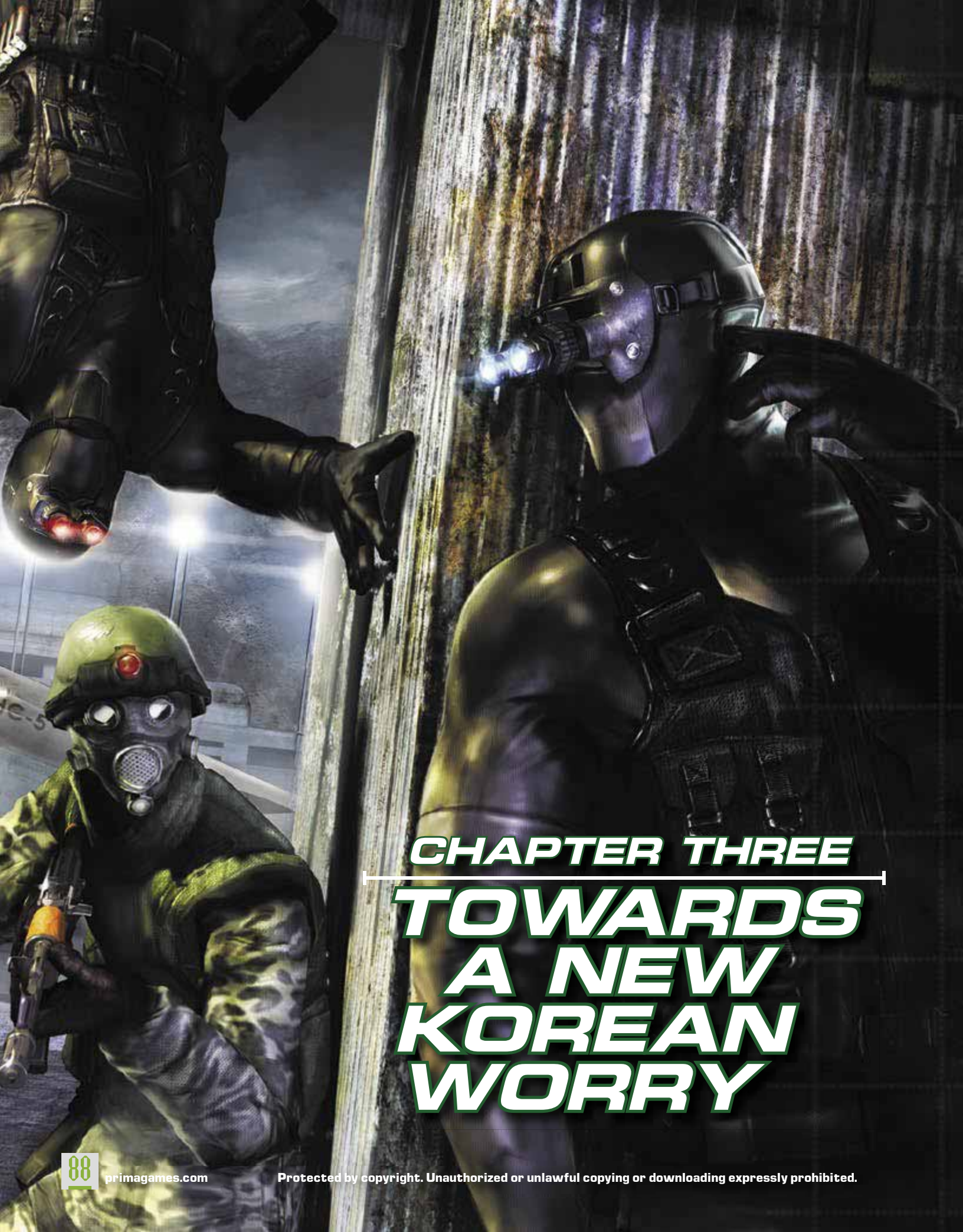


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GOALS

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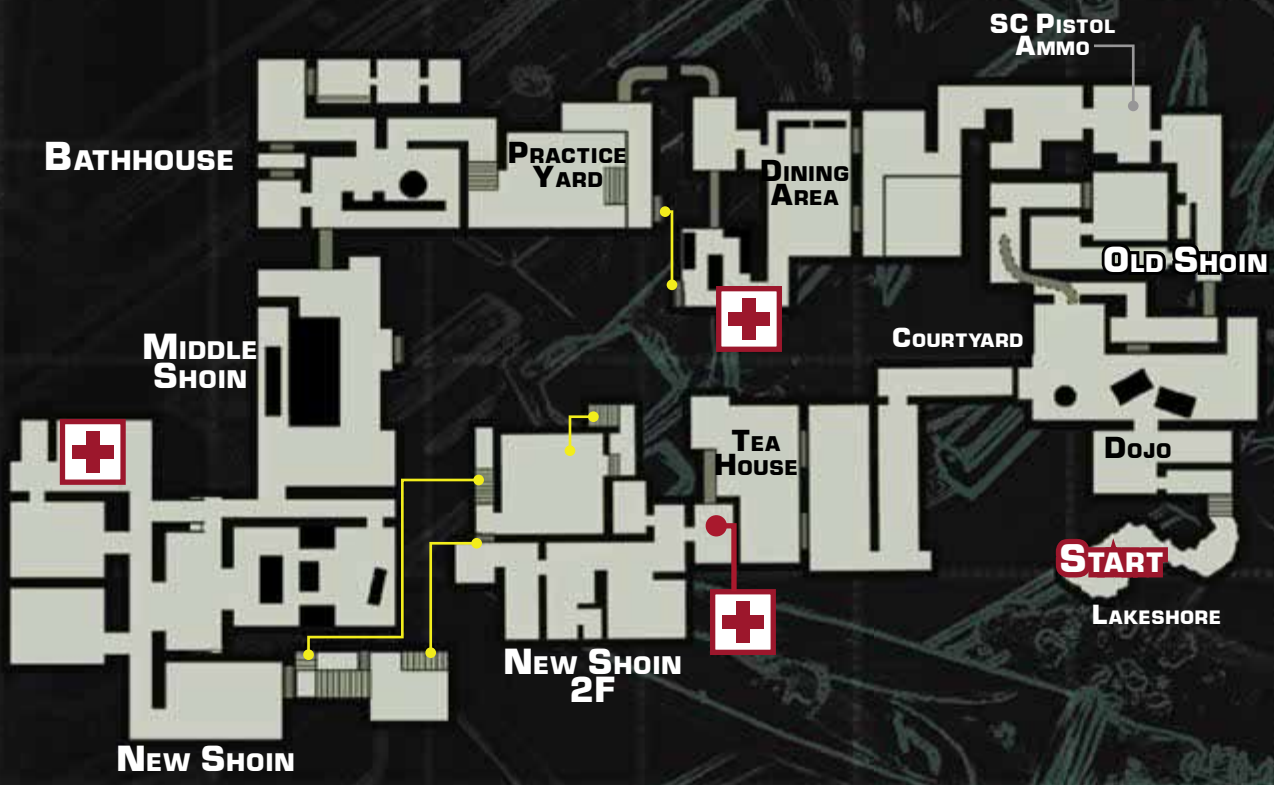




CHAPTER THREE
TOWARDS A NEW KOREAN WORRY

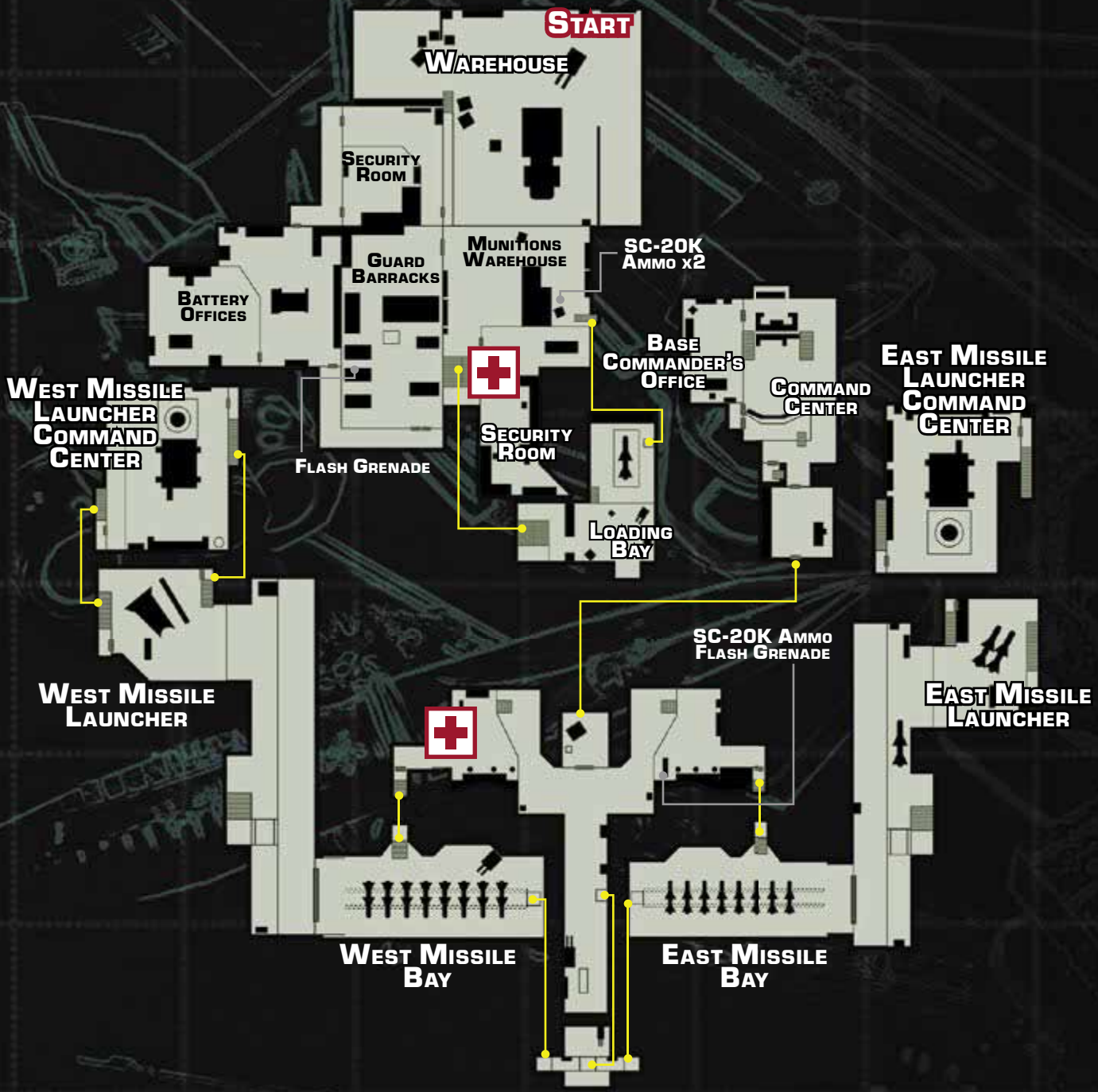
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MISSION 6
HOKKAIDO



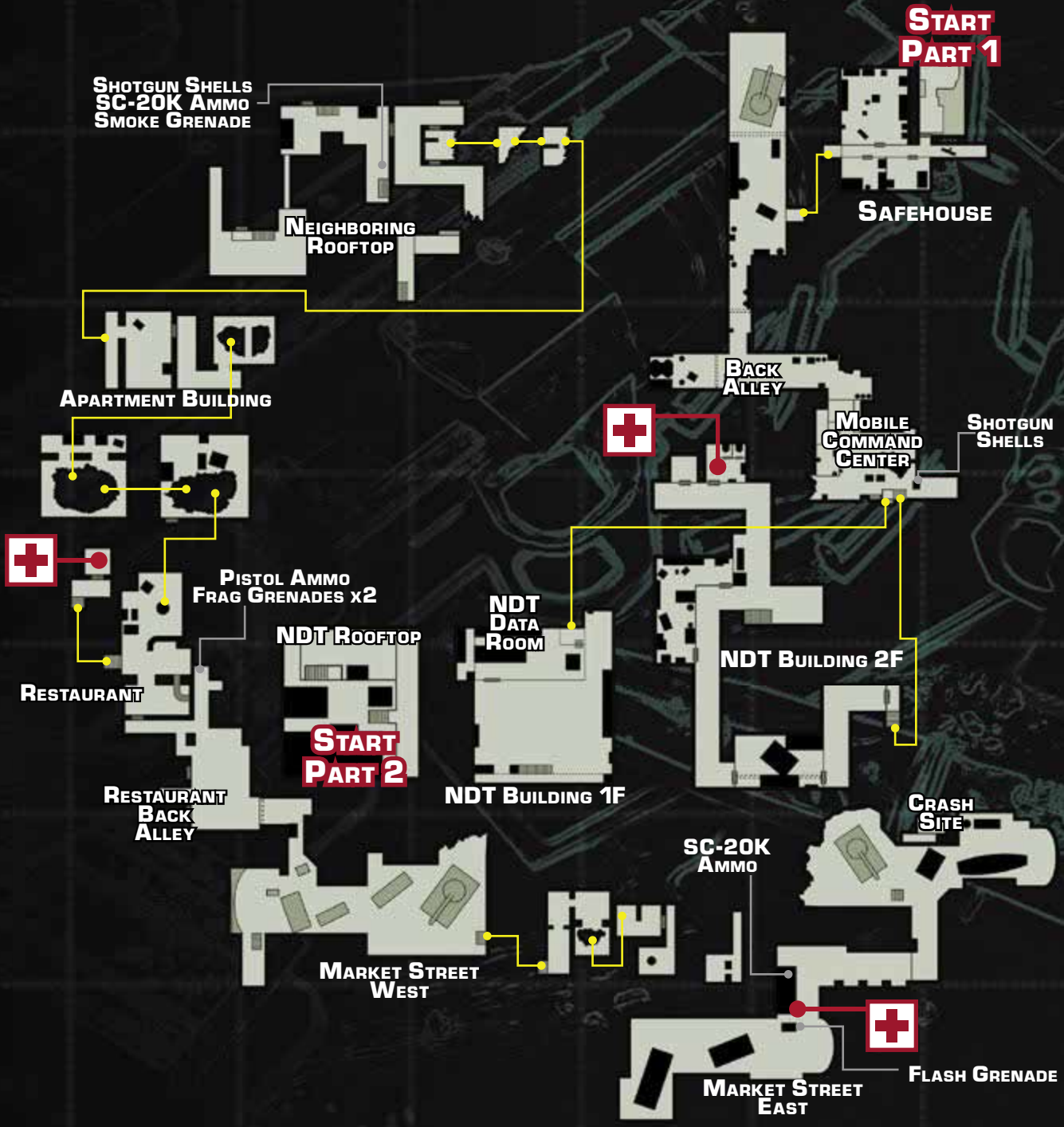
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MISSION 7
THE BATTERY



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MISSION 8
SEOUL



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SOLO WALKTHROUGH

MISSION 6 HOKKAIDO

GEAR

If you can't wait to start killing people again after the bloodless Displace mission, this is a good time to take the Assault Kit. The Sniper Attachment can come in handy, although with the high level of security you can usually only afford to use it against solitary foes. But you pay a high price for using the Assault Kit; no Sticky Shockers nor any Flash, Gas or Smoke Grenades, any of which would be great against Nedich.

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2
SMOKE GRENADE	x3

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x3
GAS GRENADE	x3
AIRFOIL ROUND	x3
SMOKE GRENADE	x3

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x3
FRAG GRENADE	x3
WALL MINE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Discover the Real Identity of Milan Nedich

Third Echelon's files draw a blank on the name Milan Nedich, Displace's VP of Protection Services. Scan his license plate to find out his real identity.

- Eliminate Milan Nedich

Milan Nedich is complicit in Zherkezhi's plans, and may be leading a rogue faction within Displace International. Exercise any opportunity to eliminate him.

- Abduct Abrahim Zherkezhi

Abrahim Zherkezhi's weaponized algorithms are extraordinarily complex. Abduct him so that Third Echelon can interrogate him for information about his methods and plans.

- Eliminate Douglas Shetland

Shetland murdered Zherkezhi to cover up information that could prevent a world war. He is also trading in classified weaponized algorithms. Exercise any opportunity to eliminate him.

SECONDARY OBJECTIVES

NO SECONDARY OBJECTIVES IN MISSION 6.

OPPORTUNITY OBJECTIVES

- Retrieve the Hidden Microphones

Admiral Otomo's I-SDF has been monitoring Displace's activities. Their agents have left detectable microphones on site. Locate and recover them to maintain OPSEC.

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GOALS

Discover the Real Identity of Milan Nedich • Eliminate Milan Nedich • Abduct Abrahim Zherkezhi • Eliminate Douglas Shetland • Retrieve the Hidden Microphones

BRIEFING

PAPER WALLS AND MORE

Japanese architectural oddities will torment you at every turn in Hokkaido.

• Hallway floors are made of loose wood boards that are designed to be noisy. Walk with a weapon drawn to stay quiet.

• Some walls are made of paper, and light sources will project shadows right through them. That makes dousing lights all the more important, for you never know who might be seeing your shadow. Of course, being able to see enemy shadows from the dark side of a paper wall is a huge advantage. Regular guns can shoot through some walls, and the Sniper Attachment can rip through them like, well, paper. In some areas, you can even grab enemies through them!

• The design of this building is bizarre. There are a half dozen courtyards, rooms connect with each other in odd ways, and it can be very easy to get confused. Fortunately, the furnishings get progressively more modern as you proceed, so as long as you feel you're going forward in time, you're on the right track.





ALARMS AND CIVILIANS

There are a few modern touches here, like the same alarm system you've seen in the past few missions. But these Displace guards are on high alert, and they'll trip the alarms with very little provocation; hearing a gunshot, for example. With the unfamiliar architecture giving enemies plenty of places to hide, it's best to use silent hand-to-hand tactics whenever possible.

There are a few civilians here, but they're easy to distinguish. All of your enemies are Americans in combat gear, so the few Japanese in traditional clothing stand out clearly. Do whatever you want in front of them as long as no innocents gets hurt – they won't trip any alarms.

TACTICS / THE WALKTHROUGH

A Dojo Infiltration

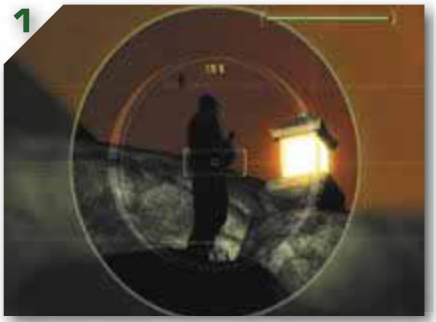
1 After ducking under a log, you'll see a guard standing alone on a distant rock formation. If you took the Assault Kit, this is the chance to play with the Sniper Attachment that you've been waiting for. Switch attachments, zoom in, and bang! Didn't it feel even better than you thought it would?

If you took some other kit you should snipe him all the same, but with a Foregrip equipped SC-20K. There's no way you're getting over these rocks without him noticing.

2 From outside, shoot out the wall light inside the Dojo (if you fire from inside you'll be heard, and the guards will sound an alarm). That will give you a good fall back position in the hallway, and you can then stand at the back wall and whistle to lure over the dojo guard. Step into the hallway so you can get behind him, then interrogate him to learn Nedich's whereabouts.

3 Check to make sure the coast is clear, then run in and blow out the candle (if you have confidence in your Pistol skills, you can shoot it out too). Like a moth to a (lack of) flame, the Courtyard guard will feel a deep instinctual urge to come in and relight the candle, and end up crushed in Sam's arms.

1



2



2

3



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B Courtyard

1 The Courtyard should be clear now, and with the candle out there are plenty of dark spots anyway. Stand in one and scan the rear license plates of both cars with your EEV. You'll complete an objective when the second one is scanned.



2 There are several ways to get into the Old Shoin across the way from here, both of which easily bypass the two guards who patrol the perimeter. The safest way is to enter through the small building to the right; pull yourself through a window, and you'll see a ventilation shaft you can squeeze through.





Before you do, however, you may want to listen in on the guards' conversation. One of them is an old pal of yours, and fans of the original Splinter Cell will recall what "ninja" he's talking about. It's easy to slip by these guys, but if you hang out until the guards switch places and then grab the guy who comes into your room, you can hear one of the game's most amusing interrogation sequences.

3 The other way in is by crouching under the porch at the far end of the steps. You'll pull yourself up right by the door to the Shoin's interior, where a guard is sweeping for mics. you'll be in a convenient place to grab him, but you'll be completely at the mercy of the guard who patrols the hallways unless you can take him out first.





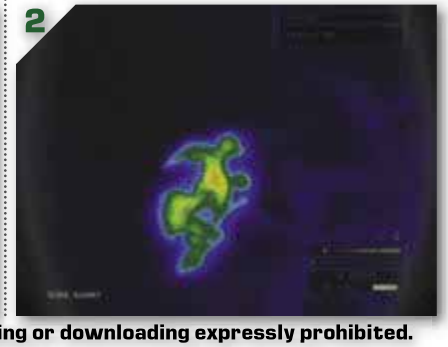
C Old Shoin

1 If you enter from the ventilation shaft, hang out amidst the ferns at the end until the hall guard passes by, then grab him for a silent KO. Down the hall to the left is an open window to the room where a guard is searching for hidden mics. You can shoot him from the window fairly easily, but if you want to interrogate him you'll need to duck under the window and sneak around. Walk with a gun drawn – these nightingale floors make a lot of noise.





2 Once you've grabbed the microphone sweeper, you can succeed where he failed by turning on your Thermal or EMF Goggles and digging out the bright spot in the wall. Then go down the hallway in the other direction, to the bright red curtain of the sauna.



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GOALS

Discover the Real Identity of Milan Nedich • Eliminate Milan Nedich • Abduct Abrahim Zherkezhi • Eliminate Douglas Shetland • Retrieve the Hidden Microphones

C Old Shoin

[CONTINUED]

3 There is only one guard inside, and if you kick on your Thermals you might be able to catch a glimpse of him and blow him away through the curtain. If you don't take the shot he'll move on to the next room after a second or two, and you can easily catch up with him there. Just wait beside the doorway until he pops out then KO or grab him. A side table by the door has a box of pistol ammo.

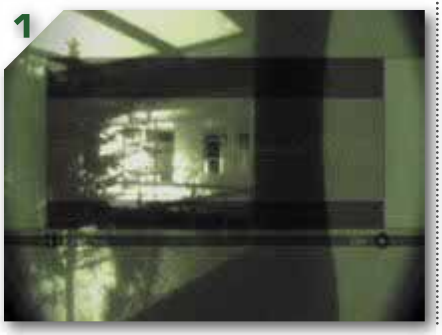


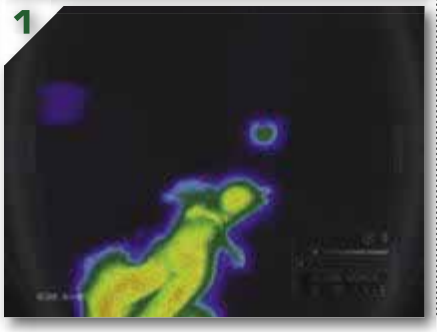


D Dining Area

1 When you see the entrance to the next Courtyard, listen in on the conversation of the two guards, then hop over the railing and shimmy towards them. This is a great area for pull-over railing kills, provided you wait till the guards are separated. The noise from the first kill should lure over the second, and you can yank him over too. Then head into the Dining Room to find that second mic, which is again near the phone.







2 The Dining Room connects to both a full kitchen and a bathroom. Both rooms are linked by a ventilation shaft, and the shaft continues from the bathroom out to the Practice Yard. But the sliding door in the kitchen is a more effective way to reach the yard, and you can heal up with a handy Med Kit there, too.



E Practice Yard

1 If you plan to enter from the sliding door in the kitchen, first turn off the kitchen lights or you'll be lit from behind. In the Practice Yard you'll see two guards and a civilian, and if they don't see you, the two guards will quickly become engrossed in a conversation. To get to the Bathhouse, all you need to do is run straight ahead and then take a right; you should be able to pull that off while they're talking if you keep quiet and stay in dark patches.

If you entered through the ventilation shaft, you'll be right near a wall switch that turns on the yard sprinkler. That little distraction will send everyone your way to investigate, and you can then jump onto the beam that spans the length of the porch ceiling, and slide down to the end. If you're quick, you can run into the Bathhouse entrance while they're still distracted.







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TACTICS: THE WALKTHROUGH

F Bathhouse

1 Make a U-turn to your right at the golden Buddha, and you'll find yourself outside the bathhouse, where Nedich and three Displace grunts are gabbing on their cell phones, loudly deprioritizing their primary action items and such. There is no one else in the handful of interconnected rooms that surround the Bathhouse, but there is a ventilation shaft that leads out of here. Killing Nedich now is optional; if you don't take the opportunity now, you'll get another one later. But this one is easier, and a bit more fun.



!!! STEALTH TACTIC

Just to the right of the bathhouse door is a small shaft you can crawl into, which gives you front row seats to observe the group inside. When they disperse, two guards will leave through the entrance, while Nedich will go into the bathroom itself. Exit the shaft on his end, but don't move beyond that; the fourth guard will hover near the bathroom entrance for a minute, then turn around and following his friends. Make sure he's gone before you go after Nedich.

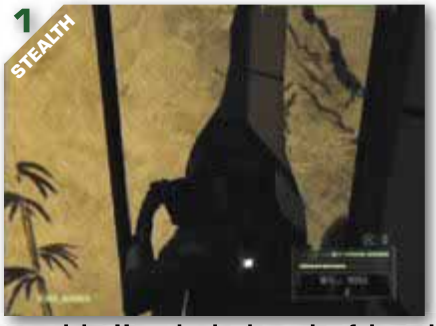
You can grab Nedich right through the paper of the wall, and then drag him somewhere dark for a thorough interrogation. He's fairly helpful, but orders are orders; it's the right trigger for Nedich. Escape through the shaft again, and watch out for the other guards as you make your escape. By now they should be widely dispersed throughout the bedrooms.











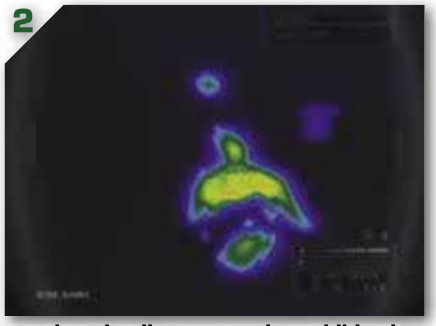
!!! ASSAULT TACTIC

If you chose the Assault Kit and want to have some fun, then this is the place. There are no alarms inside the bathhouse, so as long as you don't let anyone escape, you can get violent here without consequences. I recommend planting Wall Mines just outside the door in various locations, and then entering the bedroom nearest the bathhouse entrance. Shoot out the light there, step out of range of your mines, and use your Thermal Goggles and Sniper Attachment to shoot the guards through the paper windows. If they hang back, they get shot. If they try to rush you, the Wall Mines get 'em. You won't get to interrogate Nedich this way, but he won't tell you anything you won't learn later anyway.





2 Before you climb through the shaft behind the golden Buddha, dig out the third hidden microphone in the bedroom closest to the Bathhouse.



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GOALS

Discover the Real Identity of Milan Nedich • Eliminate Milan Nedich • Abduct Abrahim Zherkezhi • Eliminate Douglas Shetland • Retrieve the Hidden Microphones

G Middle Shoin

1 The shaft takes you to a dark corner of a terrarium, where a roving guard is willing to throw down his life to protect that ficus. A pair of switches will open the greenhouse windows and turn on the sprinklers, which can be useful for creating a distraction and a bit of noise when it's time to go in for the kill.

2 The door at the other end leads to a hallway. Turn right, and then hang a left to enter another thin hallway. To your left is a living room where one guard is watching a TV program about slugs. To your right are two bedrooms, one of which is occupied by a guard. Behind you is a bathroom with a Med Kit and a civilian you can simply ignore.

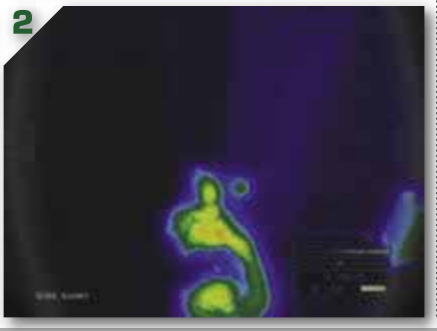
The slug program has created enough ambient noise that you can safely put an SC Pistol bullet in the back of the guy on the couch. Do not try to grab him; he's too far up on the couch and your proximity will alert him. Behind the couch, near the phone, you'll find another hidden microphone. The bedroom directly across from here contains one as well; you should probably take out the bedroom guard just so you don't have to worry about him finding any bodies.

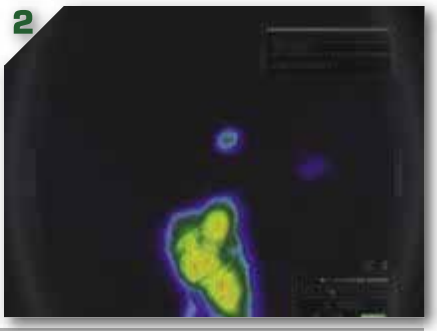












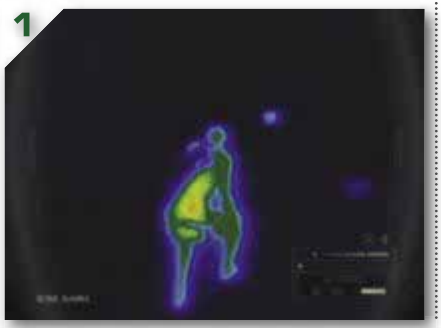
H New Shoin

1 The hall ends at a grey room with a clear screen door. That's natural lighting outside, so it's something you're going to have to deal with; you can hide in the shadows under the stairs or leap on the pipe to climb up to the darker upper floor, but expect to arouse the suspicion of a pair of mercenaries either way.

There's no perfect strategy for this part, since the guards could be anywhere. If you don't see a guard through the glass door behind the staircase, at the lower floor, head in there first. You can pry the final hidden microphone here, and the wall where it's set is a fine, dark ambush spot. When guards come down the stairs, you'll have a clear shot; use something subtle like an Airfoil Round.

If instead you see an enemy in that room, fall back to the outdoor staircase. You can either hide under the stairs and shoot him or climb up the pipe to the higher floor and prepare an ambush for him there.







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TACTICS: THE WALKTHROUGH

H New Shoin

[CONTINUED]

2 When you have the last microphone, open the glass door at the top o the stairs. This leads to a small series of rooms that ends in a supply closet, where you'll find a Med Kit and, below it, a ventilation shaft that leads to the outdoor Teahouse.



I The Teahouse

1 Your mission takes an unexpected turn here. If you watch the entire event from the rooftop, you'll see the cool ending, but if you draw attention to yourself it will move to a more abrupt conclusion. Either way, there is absolutely no way to stop Shetland, and no way to catch him afterwards. All you can do is gun down the guard to the right of the door (no need to worry about stealth at this point) and then slide open the door and charge after Shetland.



2 Shetland makes his escape in the courtyard. If you already killed Nedich, you'll have no new enemies to face here. But if you didn't settle up with Ned at the Bathhouse, you'll find his trio of men here. (He himself is in the Old Shoin to your left, and won't join the fight until you're seen.) There's too much light where you're coming from, so shoot out the lantern with your pistol while the helicopter is making all that noise.



!!! ASSAULT TACTIC

Even with the Sniper Attachment, a four-on-one firefight is a terrible idea. Instead, sneak through the darkness until you can enter a building. If you have an easy shot at a guard on the way, take it, but make sure it's a headshot (anything else will get noticed). Don't worry if you're seen going in through a door; the point is for them to follow you and get KO'd (or worse) in the doorway. Nedich will show up when his men start dying.





!!! STEALTH TACTIC

From where you entered this level, go left, hugging the wall, and squeeze under the floorboards. Walk with Pistol drawn to make no noise, and when you pop up on the other side, Nedich will be right in your sights. Put a bullet in his head, then sneak back out the way you came. From the dark spot where you entered, shoot out the lantern above the dojo, and if that doesn't draw the men to your position, whistle. You can then sneak into the Dojo and out of here with no further casualties.



3 With Nedich dead, all your objectives are either complete or cancelled. Return to the shore from which you entered this area for extraction.



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GOALS

Discover the Real Identity of Milan Nedich • Eliminate Milan Nedich • Abduct Abrahim Zherkezhi • Eliminate Douglas Shetland • Retrieve the Hidden Microphones





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SOLO WALKTHROUGH

MISSION 7 THE BATTERY

GEAR

This one is a tough call, as every kit has something to offer. Redding's Shotgun Attachment is shiny and new, but almost useless on this mission. However, the Flash Grenades will come in quite handy. The Stealth Kit has both Gas and Smoke Grenades, as well as plenty of handy Sticky Cameras, but the Assault Kit has the Sniper Attachment...

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
SHOTGUN ATTACHMENT	14 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
FLASH GRENADE	x4
SMOKE GRENADE	x3

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x3
GAS GRENADE	x3
AIRFOIL ROUND	x3
SMOKE GRENADE	x3

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x3
FRAG GRENADE	x3
WALL MINE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Determine If the Koreans Intentionally Launched the Missile

Despite North Korean claims, satellite shows conclusively that the missile that sank the Walsh came from this Battery. Check the command center to determine if it was intentional.

- Tap the Launcher BIOS for a Fingerprint of Dvorak Algorithm Fragments

If the launch was forced it's possible that a Dvorak 'fingerprint' can be found on the BIOS of the West Battery Launcher. Open the casing on the launcher itself to check.

- Stop the Missile Launch

War has broken out, and North Korea has authorized attacks against US targets at sea. Try to prevent a missile launch from the East Battery Launcher.

- Acquire the Missile Abort Codes

The missile is away. Get the abort codes from the launch command beneath the East Battery Launcher.

- Abort the Missile

Take the abort codes to the East Missile Bay and use them to bypass the missile fusing authorization check.

SECONDARY OBJECTIVES

NO SECONDARY OBJECTIVES IN MISSION 7.

OPPORTUNITY OBJECTIVES

- Recover the Shipping and Repair Logs

Recovering low-level intelligence about shipping and repair duties from four unsecured computers will give Echelon's analysts a better picture of NKA capabilities in the region.

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GOALS

Determine If the Koreans Intentionally Launched the Missile • Tap the Launcher BIOS • Stop the Missile Launch • Acquire the Missile Abort Codes • Abort the Missile • Recover the Shipping and Repair Logs

BRIEFING

N. KOREAN-MADE CAMERAS

The only new twist in this mission comes in the form of two new Korean-made cameras. One is a standard camera that emits no heat, making it invisible to your Thermal Visor. You'll need to get into the habit of using your EMF to see cameras in dark spots.

The other new type of camera is packed with a light in a bulletproof bulb. Since there is no way to shoot out the lights, the OCP is the only way to deal with these annoying devices.





TACTICS / THE WALKTHROUGH

A Outpost Entrance

1 After rappelling down from the air shaft, you'll find yourself in a vast but dimly lit warehouse. Eliminating the two guards and heading through the door is the obvious route, but not the only one.



!!! ASSAULT TACTIC

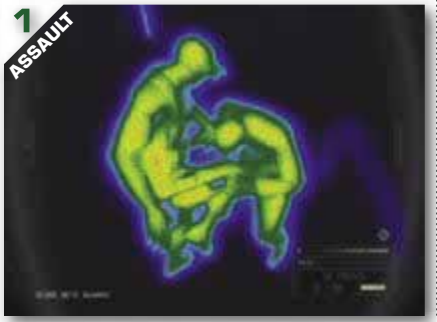
As you approach the guards from the darkness, they will begin arguing. There is a long patch of shadow between the light cast by the lamp and the forklift, which you can use to sneak up on the closer guard and grab him. Drag him back without leaving the darkness, and his befuddled partner will have no clue what happened. Interrogate your captive to get the door code, then shoot or KO the other one and head through the door.



You'll hear a camera, but you won't be able to see it with your Thermals. You need to switch to EMF view to spot the cold cameras in this installation, so use that visor to get a lock, then hit it with your OCP. Run past and put those flickering fluorescents out of their misery before the camera turns back on. Enter the door code (1879) or hack your way inside.

There's a single guard who patrols this hallway and the security room to the left. Blow out the light to plunge the hall into darkness; it doesn't matter if it alerts the guard, since you can take him easily in the darkness. If he doesn't hear, you can sneak up on him in the security room.





!!! STEALTH TACTIC

Sneak towards the truck in the warehouse, where you'll find a hole that leads to a shallow pit beneath it. Squeeze through a crack towards a thin hallway lined with generators, and then shimmy through a few more thin tunnels until you see the rungs of a ladder (they can be tricky to see with Night Vision). Push open the trap above you, and you'll end up in the back of a security room past the Outpost's main entrance.

If you catch the guard at his desk, you can do whatever you like with him (he can not be interrogated). If he's out roaming, you may want to wait until he returns, since he's so easy to sneak up on here.





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TACTICS: THE WALKTHROUGH

B Battery Offices

1 The nest of cubicles here may look empty, but look again! There's an enemy in the cubicle exactly opposite you and another behind the glass walls of the office to the right. If you're very careful, you can get behind the guy in the cubicle, but it's easier to fire a Sticky Camera over his cubicle and gas him (he can't be interrogated anyway). Then do an Open Door Stealth in the office and put a bullet in the back of that enemy's head. (Sneaking up on him is nearly impossible, and he doesn't have anything to say either.)



The cubicle guard had a memo on his computer you might find interesting, but you'll need to hack your in to see it. The computer in the office has the first of four shipping logs you'll need to retrieve in this mission's Opportunity Objective.





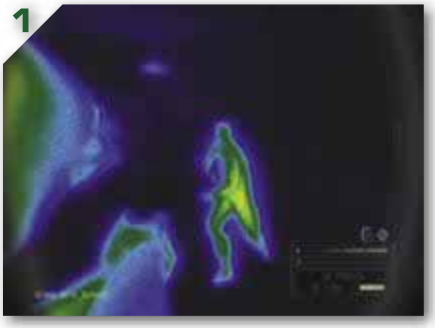




C Guard Barracks

1 The two guards in the Barracks past the office block live like cats, dozing, waking, doing a quick patrol, and falling back to sleep. Shut out the lights in the hallway to mask your entrance, then sneak in and assess the situation. If they're both asleep, you can slip right by, but it's safer to finish them. Slit the throat of the man on the bunk, then turn around and shoot the other. If they're awake, you'll need to bide your time until you can eliminate one covertly, so the other doesn't go for the alarm. These guys are a bit of pain, but a Flash Grenade on one of the nightstands will compensate you for the trouble.





D Munitions Warehouse

1 At the end of the Barracks, open the left of the two doors once you've confirmed the coast is clear with your Optic Cable. While the worker has his back turned, OCP the camera on the left wall, then sneak up and grab him. Upon interrogation he'll reveal the secret entrance to the Missile Launch area, a valuable piece of information. Then, taking care to remain out of camera range, shoot out the fluorescents or make your way to the light switch near the entrance. You can safely collect two boxes of SC-20K ammo on a nearby crate when the lights are off.





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GOALS

Determine If the Koreans Intentionally Launched the Missile • Tap the Launcher BIOS • Stop the Missile Launch • Acquire the Missile Abort Codes • Abort the Missile • Recover the Shipping and Repair Logs

D MUNITIONS WAREHOUSE

[CONTINUED]

2 Head towards the stairs, where you'll see the door to a small security office. If you haven't been noticed, the guard should be at the far end of the room, so engrossed in his computer screen that you can break the lock without him hearing. Sneak up on him for an easy interrogation or shoot him from afar.

The second shipping log is on his computer, and if you study the cameras on the PC at the other end, you'll get a good idea of where you'll be safe from the camera's glare in the Loading Bay. There's also a Med Kit here, if you require refreshment.







E LOADING BAY

1 There are two ways to get into the Loading Bay. You can choose to either fight or slip past the guards no matter which way you go, but pacifists will have much better luck if they use the crawlspace.

!!! ASSAULT TACTIC

If you go directly downstairs from the security room you'll be in range of the two Loading Bay cameras here, but they can't see you in the shadows. Wait near the chair at the lower level for the first man to return, then dispatch him silently with an Airfoil Round or Sticky Shocker. That should bring the other guard over to investigate, but he won't sound an alarm until he's sure, which should give you plenty of time to kill him.

Head up the stairs and activate the flashing red bypass circuit to send the missile into the Missile Bay. You can then climb on the bed of the truck, pull yourself up to the top of the carriage, and jump from there to the rail running along the roof. Pull your legs up and shimmy across to avoid the camera.







!!! STEALTH TACTIC

There's a small hatch in the corner of the Munitions Warehouse, which will take you to the crawlspace below the upper level. Wait down there until the first guard returns to his chair (you can watch him through the slats at the end), then pull yourself up on the other side of the truck. When the roaming guard is on the lower level, shoot out the fluorescent floor lights by the flashing red circuit panel, then crawl underneath the truck and bypass the circuit. That will get the missile rolling into the Missile Bay, and you can climb onto the bed of the truck, pull yourself onto the carriage, and leap onto the rail to follow it. Pull your legs up to avoid the camera.







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F West & East Bays

1 Drop down through the hatch to a dirt-lined tunnel. Ignore a second hatch nearby, and then scope out the options ahead, safely from the shadows.

The elevator to the Command Center is straight ahead, and the paths to the left and right go to the West and East Control Rooms, respectively. A single technician walks from one control room to the other, so make sure he won't be able to see you when you step into the light, and then find and interrogate him before he can disrupt your plans.

1



1



2 When the coast is clear, check out the computers to get a look through the cameras that have been set in the Missile Bays. If you hack into the system, you can even get a look at the Command Center camera above you. Don't miss the supplies that have been left here for the taking: Grenades and ammunition on the crate at the entrance to the East Control Room, and a Med Kit on the wall of the West Control Room.

2



3 You don't need to enter the Missile Bays at this point, but clearing them out is now will make things easier in the long run. Each bay is protected by a new type of camera, which is the white bulb-like object you see above you as you open the door at the end of each control room. Since these bulletproof bulbs contain their own light sources, the OCP is your only option. Disable the camera, then take out the patrolling guard (there is one in each bay).

After you dump the bodies in dark, out-of-the-way corners, disable the cameras again so you can examine the warheads with open cases. There is one in each bay (in the east bay, it's on the forklift), and if you arm both of them, you can accomplish the unlisted Bonus Objective, "Prime a Missile in Each of the Missile Bays."

3



3



3



2



3



3



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GOALS

Determine If the Koreans Intentionally Launched the Missile • Tap the Launcher BIOS • Stop the Missile Launch • Acquire the Missile Abort Codes • Abort the Missile • Recover the Shipping and Repair Logs

G Command Center

1 The elevator between the control rooms leads directly to the base's Command Center, and is already operational (although you'll have to hack the keypad before you can call the elevator). Taking the elevator is sure to draw the attention of the guard, so you may wish to consider an alternate route.



!!! ASSAULT TACTIC

If you take the elevator, you can expect to contend with a trigger-happy guard as soon as the doors open. While the elevator is in motion, you may want to OCP the elevator's light, which will spoil the guard's shot. If you hope to take the guard alive for the retinal scanner, toss a Smoke or Flash Grenade at him, then get behind him and go for the grab. Before you move anywhere, however, draw your Pistol and OCP the camera against the right wall. If you end up having to kill the guy, you'll have to hack the scanner.





When the door opens, move quietly, and if you haven't sprung any alarms you'll turn the corner just in time to see the base commander disciplining his men. Listen to the entire conversation to complete this mission's Primary Objective.





!!! STEALTH TACTIC

In a corner of the West Missile Bay Control Room, a careful search will reveal an open hatch on the ceiling. Pull yourself up and you'll find a tunnel that leads to the top of the elevator. Bypass the circuit to get the elevator going, then crawl into a ventilation shaft at the top and navigate a series of tunnels that will ultimately lead to one of those back-lit map panels. It's a perfect perspective for viewing the base commander's conversation with his men. Don't make too much noise, though, or they'll hear the commotion before your objective is fulfilled.







2 You've done all you need to do here, but there are Optional Objectives you can fulfill if you stick around a bit. Pick off the two or three guards or technicians without raising a commotion (easy enough to do, since they're occupied with the computers), and then hit one of the computers in the upper level for the third of four shipping logs. If you interrupted the event when you entered this room, or couldn't resist gunning them down while they chatted, you can acquire the same information from a computer on the lower level.



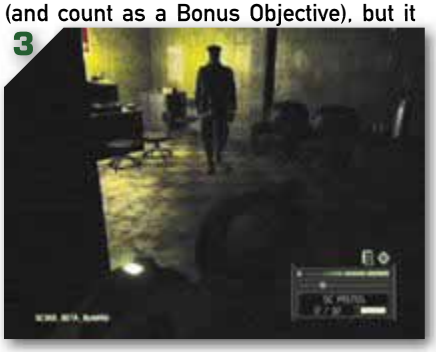


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TACTICS: THE WALKTHROUGH

G Command Center [CONTINUED]

3 If you haven't been noticed, the base commander will be in his office. Interrogating a man of his stature would make Lambert very happy (and count as a Bonus Objective), but it isn't easy to do. Since there's no way to sneak up on him here, you'll need to use a Flash or Smoke Grenade. Whistle him over to the doorway first; you won't be able to get behind him unless he's in the center of the room when you throw the grenade.





4 Your next objective is in the West Missile Bay, so return to the elevator. If you snuck your way in, you can get above the elevator again by opening the cage door past the retinal scanner-locked double door.



H W. Missile Bay Launcher

1 The door at the far end of the West Missile Bay has opened up since you were last down here, allowing you to reach the launcher. So leave the elevator, hang a right, and OCP out the camera at the door to the Missile Bay. If you already killed the guard you won't have anything to worry about until you reach the half-open gate at the end, where you should be able to see the lower half of a patrolling guard. If you have the Sniper Attachment, now is a great time to use it, since there's no one to hear the noise. If you don't, a Sticky Camera fired near the guard should be able to snare him with the clicker.



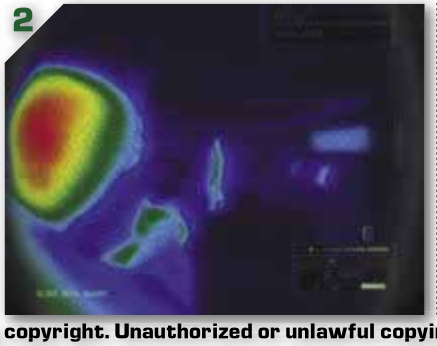




2 When you approach the launcher, Grim will send you into the Launch Command room beneath it. You can enter from the stairs on either side of the launcher, but it's a bit simpler to take the stairs nearest the Missile Bay.

There are two enemies in here, and the nearest one (at the computer terminals) is difficult to sneak up on, because he moves around constantly. Your best bet is to kill him from the doorway; the noise in the room will mask the Pistol shot, and the stealth alternatives are prohibitively difficult. The area around the circuit is much more brightly lit than it appears, and your OCP can't shut down the sun.

With him dead, you can sneak around and KO the guy at the opposite end of the room. Bypass the circuit where he was working to move the launcher into position, then check the dead guy's computer for the final Shipping Log.



3 Back up top, scan the data from the computer in the rear of the launcher. That completes all your current objectives here, but things are changing quickly elsewhere in the world, and now you have a new objective: Stop the Missile Launch.



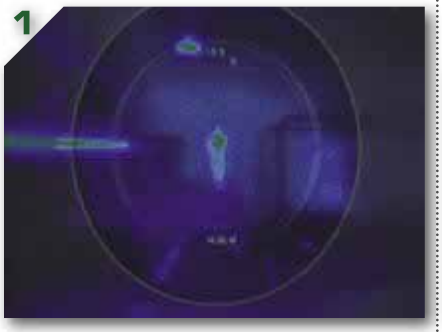
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GOALS

Determine If the Koreans Intentionally Launched the Missile • Tap the Launcher BIOS • Stop the Missile Launch • Acquire the Missile Abort Codes • Abort the Missile • Recover the Shipping and Repair Logs

E. Missile Bay Launcher

1 Make your way to the East Missile Bay, by either going through the small tunnel that connects both bays or cutting through the control rooms. Be careful; in addition to the ever-annoying cameras, there's a new enemy here, and he could be anywhere in the long tunnel. If you have the Sniper Attachment, hunt him down and blow him away. The SC-20K's scope will also do in a pinch.



2 The circuit at the end of the tunnel will open the door to the Launcher, but you might want to do a Quick Save before you bypass it. When you do, you'll be in for another nasty surprise; you're a second too late to stop the launch (this is always the case, no matter how quickly you run here). You now have three minutes to collect the abort codes, and if you can't complete this objective, the entire mission is failed.





3 The abort codes are in the control room below, and they're fairly easy to get. From the nearest staircase, open the door and sneak along the chain link fence. There should be one guard at this end of the room and two others by the window, with the abort codes at the small computer right across from you. If you can hit him in the darkness with a quiet weapon like an Airfoil Round or Sticky Shocker, no one else will have any idea. Raid the computer for info while they talk to themselves.





4 Now you have to return to the East Missile Bay Control Room, and input the data in the newly lit terminal. There are no new obstacles on the way, so it's just a foot race at this point.



5 Your final task is to make your way to the edge of either missile launch platform for exfiltration.





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SOLO WALKTHROUGH

MISSION 8 SEOUL

GEAR

As the only kit with the Sniper Attachment, the Assault Kit is the most enticing choice. Sniping is very effective in the large, open areas of this mission, and the Sniper rounds can cut through enemy armor and even destroy North Korea's deadly UAVs. However, the Assault Kit contains no non-lethal weapons, which are useful late in the mission when you are forbidden to kill allied South Korean troops. This is annoying, but taking out South Koreans with hand to hand tactics is easier than dodging UAVs you have no way to kill.

REDDING'S RECOMMENDATION		STEALTH KIT		ASSAULT KIT	
SC-20K	60 ROUNDS	SC-20K	30 ROUNDS	SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT		LAUNCHER ATTACHMENT		SHOTGUN ATTACHMENT	14 ROUNDS
SHOTGUN ATTACHMENT	14 ROUNDS	FOREGRIP ATTACHMENT		20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS	SC PISTOL	20 ROUNDS	SC PISTOL	40 ROUNDS
STICKY CAMERA	x3	STICKY CAMERA	x5	FRAG GRENADE	x5
STICKY SHOCKER	x4	STICKY SHOCKER	x3	FLASH GRENADE	x1
GAS GRENADE	x2	GAS GRENADE	x3	SMOKE GRENADE	x1
AIRFOIL ROUND	x3	AIRFOIL ROUND	x5	WALL MINE	x2
FRAG GRENADE	x3	FLASH GRENADE	x1		
SMOKE GRENADE	x3	SMOKE GRENADE	x4		



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GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Locate and Retrieve Data Drives from the NDT

The National Data Trunk surfaces at a switching station in central Seoul. Recover the drives from the station to discover if the attack on the Walsh originated in South Korea.

- Interrogate a Special Forces Agent to Determine the Location of Jong

Third Echelon operatives operating elsewhere in Seoul need you to interrogate nearby special forces. The mission will be aborted if they die before interrogation.

- Get to the Rooftop to Transfer the Data to the EA-6B

Broadcast the data from the NDT drives from the roof of the building to an EA-6B using a point-to-point secure laser communication link to prevent data interception.

- Prevent Data Aboard the EA-6B from Being Recovered by North Korea

The remnants of the data aboard the EA-6B must not fall into North Korean hands. Either recover the data or ensure it cannot be recovered by the NKA.

- Get to the EA-6B Crash Site

Proceed east from the rooftop of the telecommunications building to locate the wreckage of the downed EA-6B.

- Designate the Wreckage of the EA-6B for Aerial Bombardment

The data aboard the downed EA-6B is not recoverable. Take a position atop the scaffolding to the west of the crash site and laser designate the wreckage for an air strike.

SECONDARY OBJECTIVES

- Tap a Mobile Command Center

Enter and tap a North Korean MCC to give Third Echelon access to the North Korean Command Networks.

OPPORTUNITY OBJECTIVES

- Stop the North Korea Propaganda Broadcasts

Disabling loud speakers broadcasting North Korean propaganda would dramatically improve the morale of allied troops.

- Gain Information About NK UAVs

North Korea has unveiled their new unmanned aerial vehicles. They have extremely advanced technology. Try to recover a technical specification for Third Echelon.

- Disable Portable Radar Reconnaissance Receivers

The NKA is using portable radar reconnaissance receivers (P3Rs) to coordinate ground mapping and tracking of allied targets. Disable any P3Rs you can find.

BRIEFING

THE FOG OF WAR

There are no alarms in this mission, and very little communication between troops. While it's nice not to have to worry about alarms, don't get cocky; all of the enemies on this level are already heavily armored and at high alert, as if you had already rung all four alarms in any other mission!

Now that being seen is not such a big deal, you can loosen your standards on using loud weapons like the Shotgun and Sniper Attachments, killing enemies in sight of other enemies, and leaving bodies to rot where they fall. However, Bodies Found and Times Noticed are still factors at ranking time.



FULL ARMOR AND GEAR

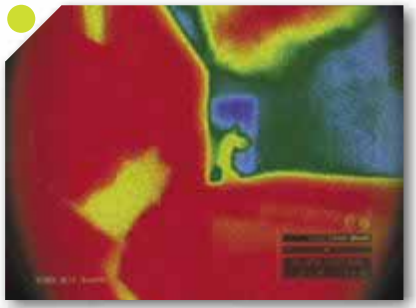
As mentioned above, most of the soldiers you face here are wearing body armor and helmets. This means enemies effectively have double health and headshots are not possible, although you can still score one-shot kills with a bullet in the face. The SC-20K should almost always be fired in sustained bursts in this mission, or you risk giving your enemies time to flee or return fire. Don't worry too much about ammo; several boxes can be found in this mission, so even Stealth Kit players should have bullets to spare at the end.

The Sniper and Shotgun Attachments really come into their own here, since they can kill in one shot; you need to be close to hit with the latter.



A CITY IN RUINS

Seoul has clearly seen better days. Not only have bombs sheered off whole chunks of most buildings, but fires rage throughout the city. With the smoke clogging your eyes, the heat burning out your Thermal Goggles, and the low-frequency light blinding your Night Vision, it can be very difficult to see enemies against the chaos. When in hot areas, switch between your modes of vision, because you never know which will be the least compromised. Despite the heat, the Thermals are usually best. Often humans will stand out because they're colder than the environment.



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BRIEFING CONTINUES

BRIEFING

TANKS AND UAV'S

In the second part of this mission, you'll face two new obstacles: Battle Tanks and Unmanned Aerial Vehicles (UAVs).

The UAVs persistently scan the streets in the latter half of the level, seeking out life with a special red light. When they see you, the spotlights come on and a flurry of gunfire will follow, often killing you instantly. The UAVs can only see straight down, so avoid their glare by staying under canopies or hiding flush against walls. They can only be destroyed with the SC-20K Sniper Attachment, but anyone can disable them briefly with the SC Pistol's OCP.

Two tanks appear late in the mission, and destroying both will fulfill a bonus objective. Each tank has a gatling gun on its main turret, and while the turret adjusts to your movements slowly, no man can survive its fire for more than a fraction of a second. Firing independently of the turret is a soldier in the hatch, who you will need to kill before the tank can be destroyed. When he dies, get close (it's fairly safe to do so, as long as you stay out of the gatling gun's path), and bank a Frag Grenade off the hatch lid. If it detonates inside (as opposed to landing on top), the tank will be rendered inoperable.

TELLING FRIEND FROM FOE

You're firmly behind enemy lines for most of this mission, but eventually you will reach the front, where South Koreans are engaged in active battle with your North Korean foes. The problem is, the South Koreans have no idea you're their ally, and while they're more than happy to shoot you, you can't shoot them. (You won't fail the mission if you kill one, but your ranking will be 0%.) Compounding this problem is the fact that the two look very similar. South Korean uniforms are green (as in the picture below), while the North Korean camo is more tan, but this distinction won't help much in dark or low light conditions. When in doubt, go for a Grab; the interrogation will reveal who is on whose side.







TACTICS THE WALKTHROUGH

A The Safe House

1 Sam begins this mission in a creepily furnished safe house apartment. Say goodbye to Sam's lucky animal-cutout lampshade, and head into what remains of the living room. Find a protruding piece of rubble and rappel down to the street.

2 Lambert will contact you with a new objective as you approach the gate out of here, but don't let his yammering distract you from that blinking wall mine. You can avoid if you jump the gate at the opposite end, but you might as well sneak up to it and go for the disarm when it flashes green; you never know when it might come in handy.





B Back Alley

1 Hang out in the darkness at the other end of the gate while two nearby special forces agents argue. These are the ones Lambert wants you to interrogate, so keep your gun holstered and wait for the pair to separate. When the first guy comes out to take a leak by the vending machine, grab him (you can wash your hands afterwards) and drag him back to the darkness for a thorough interrogation. Once you've interrogated one, you can do whatever you like to the other.

2 Further down the alley you'll find the first loudspeaker. Cut the wire to complete the first part of this mission's first Opportunity Objective.



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GOALS Retrieve Data Drives • Interrogate Special Forces Agent • Get to the Roof • Prevent N. Korea from Recovering Data • Get to Crash Site • Designate Area for Bombing • Tap Command Center • Stop Propaganda Broadcasts • Get Info on UAVs • Disable Radar

C Mobile Command Center • 1

1 At the end of the alley, you'll find a pipe in the corner you can climb. You can reach a fire escape from the top, and drop down to the street from there. But before you do, scan the area carefully; your Thermals should reveal a hidden sniper in a balcony across the road. There are two more guards below, so you should take out the sniper relatively quietly. Even if you do have the Sniper Attachment, you have a much better chance of avoiding detection if you pop him with the SC-20K.

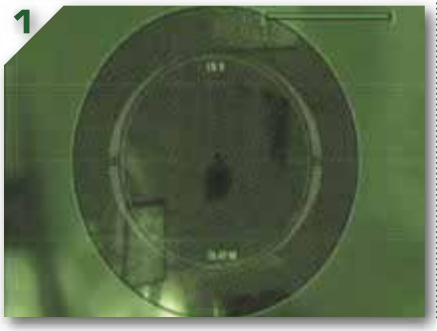
2 Take cover beneath the fire escape, and try to spot the other two guards here. If they aren't in view, shoot out the headlights on the truck, plunging the area into darkness. They'll respond quickly, assuming you'll remain behind the cover, so move aside and flank them in the darkness.

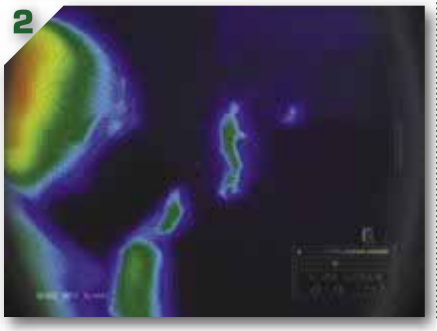
3 The truck itself is the Mobile Command Center that Grim asked you to tap, so head inside and use the computer when the coast is clear. Check out a crate behind the truck for a box of Shotgun Shells.













D Mobile Command Center • 2

1 The final two propaganda speakers are in this area. One is by the outdoor café to the right of the truck. To get to the other, you'll need to leap onto the ladder by the burning debris and pull yourself to an upper ledge. But beware of an oddly disturbing trap by the ladder; that blue teddy bear by the fire will lure you into the path of a Wall Mine. So as much as Sam misses his animal-shape lamp, running for that bear is not a great idea.







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TACTICS: THE WALKTHROUGH

E NDT Infiltration

1 There are two ways into the NDT Tower. You can take the front door, or enter the data room directly through a ventilation shaft near the third propaganda speaker. It is difficult to avoid combat if you go in through the front, but you can easily slip by some of the guards if you take the alternate route.

!!! ASSAULT TACTIC

The front door leads to a room with a raging electrical fire. Both your Thermal and Night Vision goggles are compromised in this mess, but use them as well as you can to determine if an enemy is across the room. If he is, shoot him down from here. If not, jump onto the pipe that runs across the ceiling, and pull yourself across. If the guard wanders into range, you can grab him from the pipe and break his neck.







The offices on the second floor hold nothing of interest. The data you need is in a room below, and two guards are in the process of setting a charge to blow it open. If you sit quietly, they'll succeed, but they'll abandon the plan if they hear you. If they become aware of your presence, find a dark spot by the stairs and pick them off as they approach. You can always hack the keypad at the door and get in that way.





Inside, grab the drives, and then head back upstairs. A hallway here leads to the elevator to the roof.

!!! STEALTH TACTIC

The ventilation shaft will take you to a ladder directly above the data room. You can grab the drives without resistance, but you won't be able to leave the room until the guards outside blow the door open. Stay far away from the door,



in a dark spot behind the machinery. When the two guards enter to your right, you can slip by them on the left.





Head upstairs, but prepare to encounter a guard in the hallway between here and the elevator. You need to take him out quietly so the guards in the data room don't hear; a Pistol shot or Airfoil Round will do the trick. Bring the body along with you, if you care about your ranking.



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GOALS Retrieve Data Drives • Interrogate Special Forces Agent • Get to the Roof • Prevent N. Korea from Recovering Data • Get to Crash Site • Designate Area for Bombing • Tap Command Center • Stop Propaganda Broadcasts • Get Info on UAVs • Disable Radar

E NDT Infiltration

[CONTINUED]

2 The elevator is just past a bathroom with a Med Kit, which is a decent place to dump the body after you shoot out the lights. The elevator itself is occupied by two guards who are well armed, but aren't anticipating trouble. You can either Shotgun both as soon as the doors open (risky, but one of them does have his back is turned), or you can hide in the bathroom and either ambush them when they try the lights, or wait for them to disperse. One tends to stand guard at the elevator, so you will probably have to kill him.







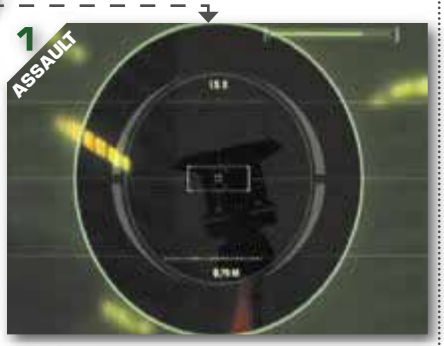
F NDT Rooftop

1 You didn't really think it would be that easy, did you? No, this mission is just getting started. In addition to the guard on this roof, you'll spot a North Korean UAV (Unmanned Aerial Vehicle) hovering around and sweeping the surface for signs of you. When it spots you, it will start firing, and its volleys are almost always fatal. It has no way of hearing and no peripheral vision, however, so if you aren't in its spotlight, it can't see you.



!!! ASSAULT TACTIC

If you chose the Assault package, you're getting paid now. The Sniper Attachment is the one and only thing in your inventory that can blow away a UAV, and the results are spectacular. It takes only a single shot, and eliminating the UAV will make this mission a whole lot easier. Take the soldier out first, though, 'cause there's no way he'll miss the crack of the sniper shot.





!!! STEALTH TACTIC

Without the Sniper Attachment, your only real option is to temporarily disable the UAV with your Pistol's OCP (all other bullets bounce right off). The OCP is a much less satisfying solution, but it should give you time to flush out the guy on the Rooftop. After that, disable it again before you take out the radar and slide across.



2 Part II of this mission bring with it a whole new series of objectives, including a new Opportunity Objective. The laptop/camera setup at the corner of the roof is the first of five P3R stations, which you can disable manually or with your EEV.



3 Just past the P3R you'll see a cable, which you can use to slide across the gap to a neighboring building.



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TACTICS: THE WALKTHROUGH

G Neighboring Rooftop

1 Hop the chainlink fence to the Neighboring Rooftop and disarm another Wall Mine. This is a good time to save, for the next area can be a serious pain if the UAV hasn't been destroyed.

2 You can cross the gap by jumping onto the pipe above you, but the UAV may spot you there and blow you away. It's safer to drop down to the gap below the pipe, and wait for the UAV to fly over. It's perfectly dark down there, so not only will the guard be unable to see you, but he'll be kind enough to pose for a lethal bullet in the face (he is wearing a helmet, so don't aim too high). There isn't much room for a running start, but get as much of one as you can and leap across.

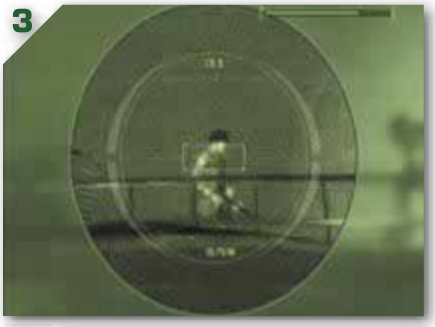


3 Climb onto the building to your right, where you can hide from the UAV by scrunching between the air conditioner and the wall. There's an enemy on the ground floor and one on the railing to the right, guarding the second P3R. You can easily disable the P3R from here with your EEV Binoculars, but a visit to the railing will also net you a box of Shotgun Shells, a box of SC-20K ammo, and a Smoke Grenade.

If you want to get up there, you'll need to disable one of the two guards quietly, lest the other spot you and blow you away. A Sticky Camera works well, or those with the Assault Kit can stay towards the other end of the rooftop and do some sniping.

If you don't care about the goods, you can sneak in through the door by OCP'ing the light below the railing and knocking out the lower guard.









H Office Block

1 You can get into the office area by taking the door at the ground level of the Rooftop, or dropping in through the window at the far end of the railing. Both lead to the same area, so there's no real difference.

2 A bomb has sheered off an entire side of the building, drastically improving the ventilation in the bathrooms in several floors. By dropping from bathroom to bathroom you can reach the rooftop of a small adjacent building. But a UAV will hound you the whole say, so blow it away (or at least fry its circuits for a bit) from the top level. You can also scan the third P3R from here.





3 Lower yourself down floor by floor, hiding in bathroom stalls when necessary to avoid the UAV. At the bottom floor, you can leap across, but a guard does patrol that rooftop sometimes, so be ready to snipe him if he pops up. If you don't see him on the roof, he's probably right inside; shoot out the light above the door and he'll be unable to find you when he does step out.

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GOALS Retrieve Data Drives • Interrogate Special Forces Agent • Get to the Roof • Prevent N. Korea from Recovering Data • Get to Crash Site • Designate Area for Bombing • Tap Command Center • Stop Propaganda Broadcasts • Get Info on UAVs • Disable Radar

I Apartment Building

1 A bomb smashed into this Apartment Building, but didn't detonate upon impact. You can follow its jagged trail by carefully studying the floors beneath for ledges you can land on. Lower yourself carefully, floor by floor, until you reach the restaurant at the bottom.

2 There are two guards here, one that tends to stay in the kitchen, and another that heads down to the basement (the door to your right) at regular intervals. You can grab and interrogate them on their patrols, or simply scan the kitchen guard's computer through the order-up window and fulfill the UAV data Opportunity Objective that way.

3 There is a Med Kit in the basement that may be worth fighting for, but if you don't need it, you can avoid a fight by pulling yourself up into the ventilation shaft behind the bar. This will take you right outside, leaving the two guards none the wiser.













J Restaurant Back Alley

1 The Alley behind the Restaurant is on the front lines of the war, and it is here you'll begin encountering South Korean forces. If you leave the Restaurant through the air duct, you'll notice a South Korean soldier gun down the North Korean sentry. If you go through the front door, be careful; the soldier might be coming in! Either way, make sure not to kill this man. Killing a South Korean isn't mission over, but they are your allies, and Lambert will not be happy about it.

2 Before you head down the alley to the Market Street, check out the crates behind the truck. On top you'll find a box of Pistol Ammo and two Frag Grenades. Frags are about to start coming in handy, so don't miss these, especially if your kit didn't come with any.







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K Market Street West

1 After you hop a chain-link fence, look to your right and destroy the illuminated sign that is this alley's main light source. Don't shoot the soldiers who you see fighting for their lives ahead; they're on your side, although no one told that to them.

Before you can reach them, disarm the Wall Mine across from the dumpster. You can try to avoid it, but I don't recommend it; you're in its blast radius even while on the dumpster.

1



2 With the lights out and your Night Vision goggles on, you should be able to sneak behind the South Koreans and knock them out. If you don't KO them now, you'll end up taking fire from both directions, so do whatever it takes to get them safely out of the way. Taking them out early is especially important if you took the Assault Kit, since it doesn't include any non-lethal ranged weapons.

2



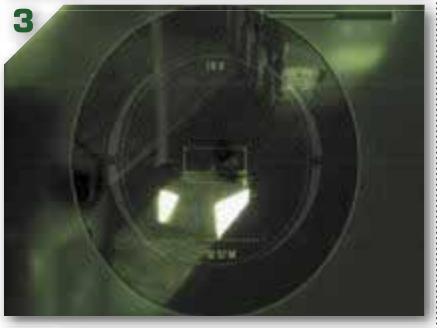
3 You're a sitting duck on the road, so instead of going left from the alley, go right and pull yourself up a ladder to a thin balcony. From here you should be able to get a good view of the North Korean positions; there's usually one guy on the ground, trading fire with the South Koreans, and another one in the back. And then, of course, there's the tank. The tank's turret gun is almost instantly lethal, and the guy in the hatch can fire independently of the turret, making the tank a serious threat.

From the balcony, do as much sniping as you can. Take out the nearest guy first, then fire through the gap to the right of the sign at the end of the balcony; a perfect place to nail the guy in the tank, as well as the farthest back soldier.

3



3



3 1



3 2



4 Destroying the tank is optional; with all the soldiers dead, it's fairly easy to run past it, but blowing it up is deeply satisfying and fulfills a Bonus Objective. The trick is to throw Frag Grenades into the hatch; one solid dunk will kill everyone inside (Sam will say "there!" when you hit it). An incredibly lucky grenade thrower can score a basket from the balcony, but you can get a lot closer without much risk if all the soldiers are dead. The wall of boxes provides decent cover and puts you within range to bank a fairly easy shot off the hatch lid. Keep your eye on the turret, and beware of a sniper on a high balcony behind the tank. Out-snipe him if you can, or hide in the darkness to throw off his shots.

4 1



4 2



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GOALS Retrieve Data Drives • Interrogate Special Forces Agent • Get to the Roof • Prevent N. Korea from Recovering Data • Get to Crash Site • Designate Area for Bombing • Tap Command Center • Stop Propaganda Broadcasts • Get Info on UAVs • Disable Radar

L Market Street East

1 The roads are choked with debris, but slightly past the tank and to the right you'll see a fire escape ladder. Climb that to a long balcony where that pesky sniper is hiding, along with the fourth P3R. It's pretty dark here, so you should be able to get behind him and pull off a grab easily.



2 Head inside the building, jump through the hole in the floor, and exit out a similar balcony on the other side. Except this time, you're the sniper. Protect yourself from retaliation by blowing out the light signs with your Pistol, then switch to the SC-20K and shoot down as many guys as you can.

If you have the Sniper Attachment, the UAV is a priority target. If you don't, be prepared to run back into the building if it spots you. There are plenty of awnings on the street of this level, so try to stay beneath them to avoid the UAV's searchlight as you clean up any survivors.



3 Drop to a lower balcony, then down to the street. There is one guard at this end of the building who may not have been in rifle range, so try to drop behind him and go for the grab. Then move down the street, shooting out the light signs as you go, scanning for stragglers with your Thermals Goggles.



4 At the end of the road you'll see another Mobile Command Center, with a Med Kit on the door, some SC-20K ammo inside, and a Flash Grenade on a nearby crate. If you somehow missed the MCC on the first part of this mission, you can fulfill that objective now by tapping this one.



M Crash Site

1 Pass through the hole blown into the wall of the outdoor market and you'll find yourself just outside of the Crash Site. Don't shoot the guard who comes running by yet; let him regroup with his friends outside of the tank, then toss a Flash Grenade their way. Pick off the foot soldiers while they're stunned, then shoot out the guy in the tank from the corner of the wall.

That leaves only the tank itself, and sinking a grenade in its hatch should be pretty easy if you stay one step ahead of the turret. If you blew up the earlier tank as well, you will now have completed one of this mission's two Bonus Objectives.



2 As you approach the Crash Site, you'll be ordered to abandon the wreckage and call in an air strike from atop the scaffolding. There is no time limit on this, however, so you have all the time you need to complete two other objectives first. Facing the Crash Site, you'll see a pipe in a corner to the left that you can climb to reach a balcony with the last P3R. Deactivate it to complete one of this mission's Opportunity Objectives.

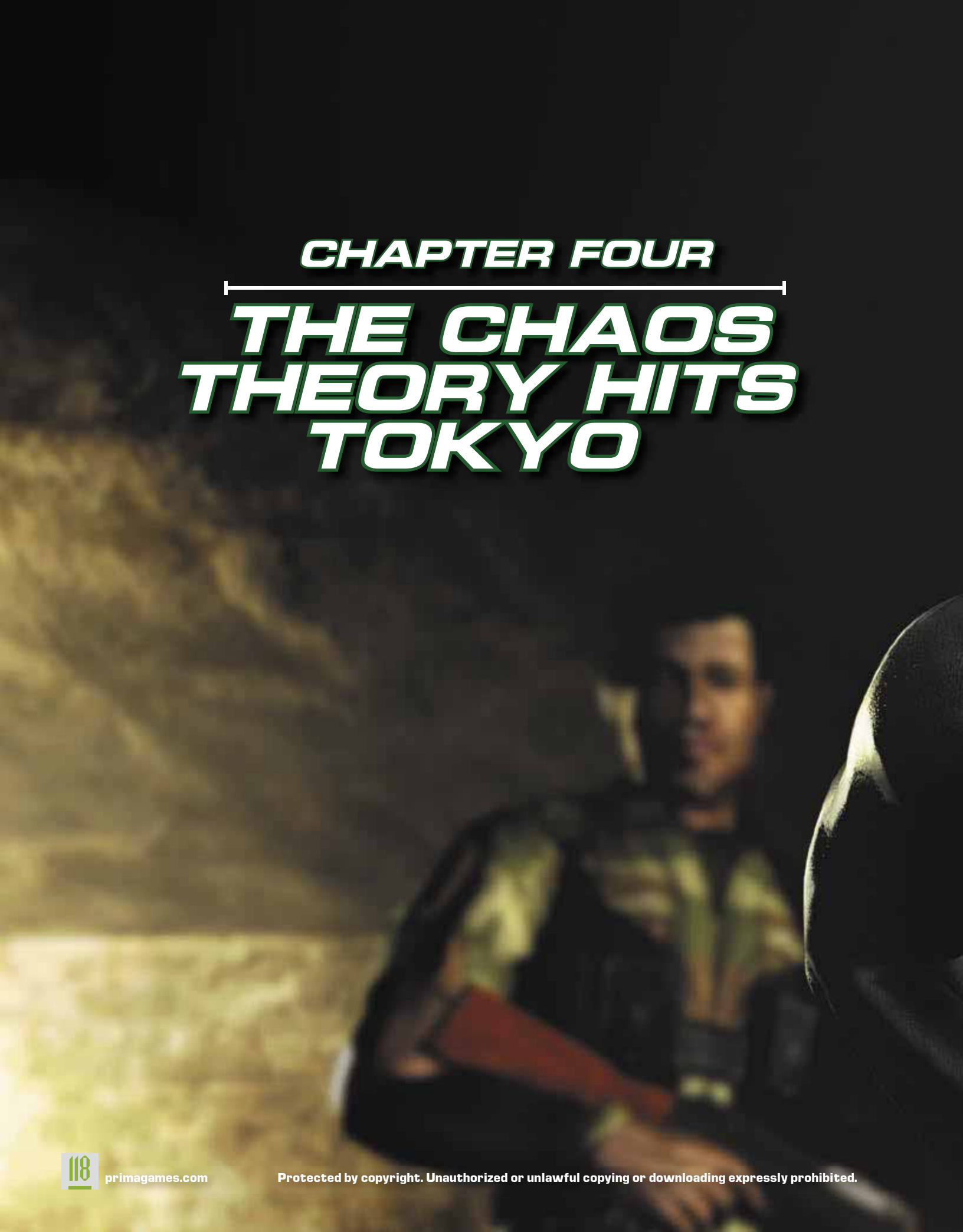


The other is a hidden bonus objective. Pick up the fallen pilots one by one, and drag them towards the Market Street. You need to save both to officially complete this good deed; Lambert will tell you when you've gone far enough to get them out of air strike range.

3 When you're done tidying up, climb the scaffolding near the tank (blow out the light at the top first, in case any reinforcements wander by). Point your EEV at the wreckage from the top, and hold down the button until the bar fills and the payload is delivered.



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CHAPTER FOUR

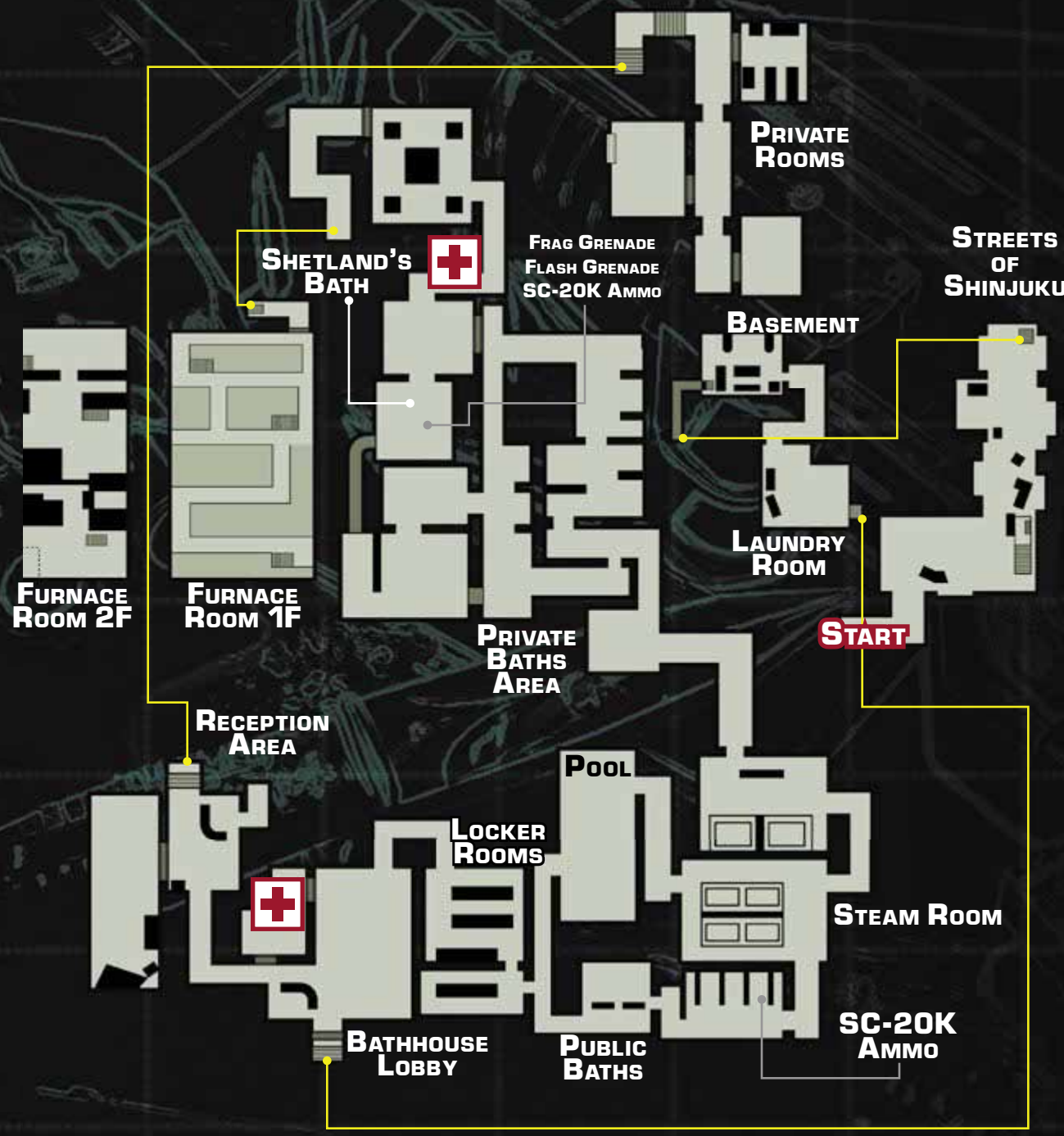
THE CHAOS THEORY HITS TOKYO

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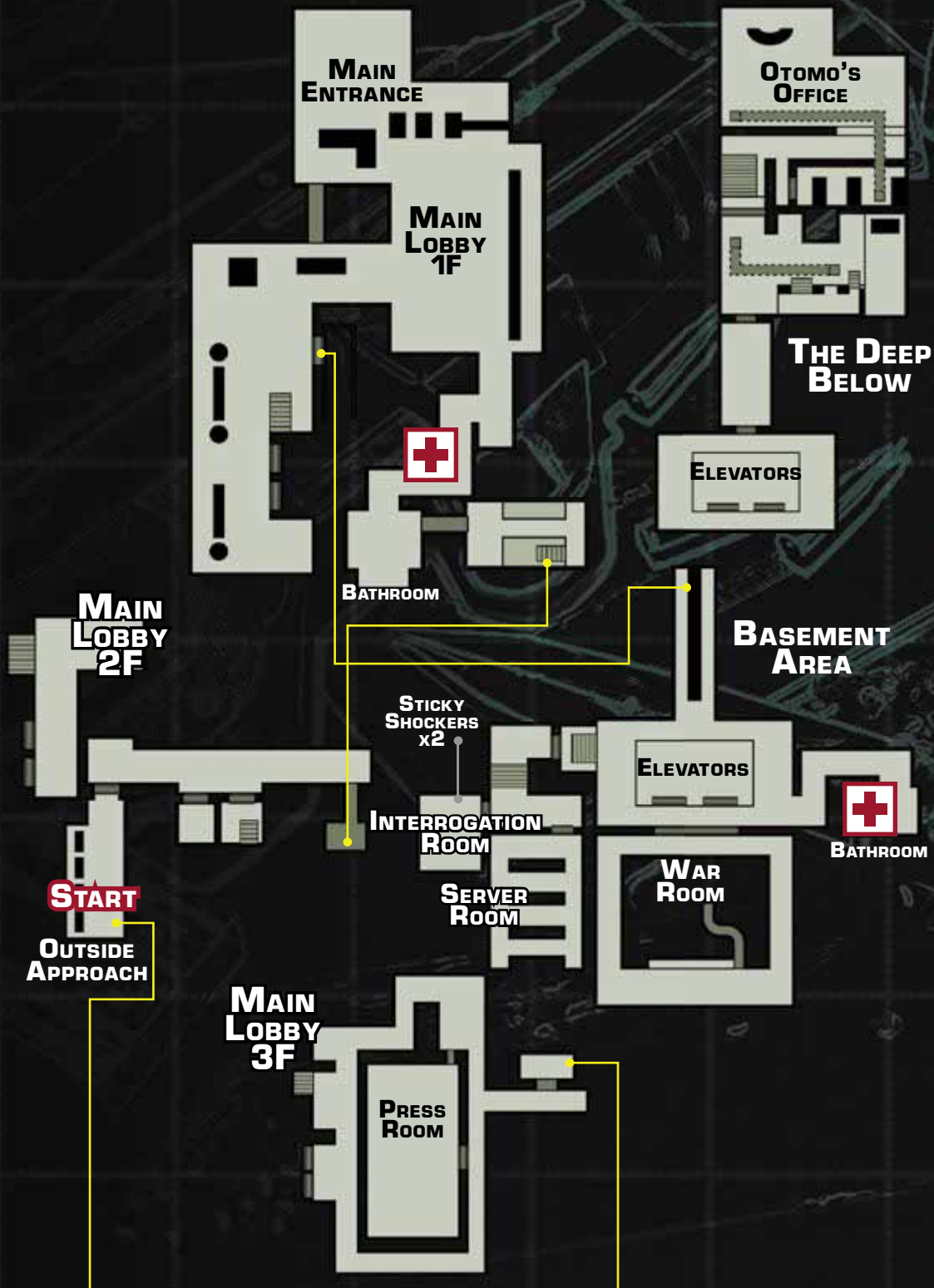
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MISSION 9
THE BATHHOUSE



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 10
KOKUBO SOSHO



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SOLO WALKTHROUGH

MISSION 9
THE BATHHOUSE

GEAR

The Stealth Kit here seems tempting, with so many Sticky things. But this is one of the few missions where a large amount of ammunition is required, and the toughest foes all wear gas masks, making your Gas Grenades and Cameras next to useless. The Assault Kit and Redding's Recommendation both have a lot more of what you need.

REDDING'S RECOMMENDATION		STEALTH KIT		ASSAULT KIT	
SC-20K	60 ROUNDS	SC-20K	30 ROUNDS	SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT		LAUNCHER ATTACHMENT		SHOTGUN ATTACHMENT	14 ROUNDS
SHOTGUN ATTACHMENT	14 ROUNDS	FOREGRIP ATTACHMENT		20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS	SC PISTOL	20 ROUNDS	SC PISTOL	40 ROUNDS
STICKY CAMERA	x3	STICKY CAMERA	x5	FRAG GRENADE	x4
STICKY SHOCKER	x3	STICKY SHOCKER	x6	SMOKE GRENADE	x2
GAS GRENADE	x3	GAS GRENADE	x3	WALL MINE	x2
AIRFOIL ROUND	x3	AIRFOIL ROUND	x6		
FRAG GRENADE	x3	FLASH GRENADE	x2		
SMOKE GRENADE	x3	SMOKE GRENADE	x2		



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GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Gain Entry to the Bathhouse

Shetland has secured a Tokyo bathhouse to finalize his dealings with his unknown partners. Enter the Bathhouse through the drainage system.

- Discover Who Shetland's Contact Is

Access the computer of the Bathhouse owner to determine who Shetland's contact is and where and when they will be meeting.

- Eavesdrop on Shetland's Meeting Before the I-SDF Takes Him Down

Shetland is meeting in the private area of the Bathhouse to conclude his deal. Otomo's I-SDF is inbound to take Shetland down. Eavesdrop on the meeting before this happens.

- Eliminate Shetland

Shetland must not be allowed to escape the Bathhouse under any circumstances.

- Disarm Shetland's Bombs

Shetland is planting bombs that will destroy the Bathhouse and cover up evidence. Disarm the bombs before going after Shetland.

SECONDARY OBJECTIVES

- Find Out Who Gave the I-SDF Assault Team Their Orders

The inbound I-SDF Assault Team is being coordinated locally. Determine who is commanding them.

OPPORTUNITY OBJECTIVES

- Tap the Bathhouse Telephone Lines

Third Echelon field runner Frances Coen has been monitoring the activities of a Yakuza organization known as the Red Nishin. Tap the Bathhouse phone lines for her.

BRIEFING

THE CIVILIAN MENACE

In Hokkaido, the civilians just didn't want to get involved. Here, they've picked a side and it clearly isn't yours. Like normal enemies, your presence will send them running for an alarm. They'll surrender at gunpoint if you're alone, but if you're engaging other guards and you see a civilian, be ready to stop him before he can reach one of the red buttons! Non-lethal weaponry and KO attacks are allowed, nay, encouraged against these little weasels.



JAPANESE SPLINTER CELLS?

Late in this mission you'll begin encountering your Japanese counterparts, complete with the trademark three-lens goggles. The first few haven't activated them and are just like other guards, except that they constantly turn their heads, making sneaking behind or past them difficult.

After a certain incident late in this mission, however, they'll be fully geared up. Like the soldiers you fought in Seoul, they're fully-armored and in a constant state of high alert. You'll see a red beam projecting from the visors, indicating they're in full Night Vision and can see you anywhere. These enemies also wear gas masks, completely negating Gas Grenades and Sticky Cameras (not that they'd fall for those anyway). Your Japanese counterparts are tough, smart, and surely the most difficult enemies you've ever faced. Their only weakness seems to be a lack of Thermal Vision, making Smoke Grenades one of the few non-lethal weapons that are effective against them.





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TACTICS / THE WALKTHROUGH

A Streets of Shinjuku

1 When you leave the alley where this mission opens, you'll find yourself on a well-lit street, staring at the back of a Displace technician. Grab him wherever you can, interrogate him, and dump his body down the stairs. When the coast is clear, tap the first of three phone boxes (the one in the corner) that constitute this mission's Opportunity Objective. As for the other two guards…





!!! Assault Tactic

There are alarms in the Bathhouse, but there's nothing out here. So find a dark spot, whip out your sniper rifle, and hit them from as far away as possible. The second one might return fire after you hit the first, but he doesn't have a long-range rifle with a high-powered scope.



!!! Stealth Tactic

To the right of the phone box you'll see a pipe you can climb to some telephone lines. Zip across the lines, pull yourself onto the platform at the end, then jump onto the higher ledge and shimmy across to the other end of the street.



You'll find the entrance to the Basement Laundry Room in a pit at the far end of the map. If you shimmied over, you can reach it safely and quietly by dropping from the raised platform to the overhang above it.



B Basement / Laundry

1 The Basement breaker room is dark and intermittently noisy, a fairly ideal location for sneaking. But the guard at the far end of the room is going to change that by turning on the lights as soon as his headset conversation ends, and you must not allow that to happen. Assault Kit players can blow him away with the Sniper Rifle (the next enemy is too far away to hear), but everyone else will need to hoof it over there. If you can't catch him in time, just whistle before he reaches the switch, hide behind a piece of machinery, and grab him. You can interrogate him, but he doesn't know much.





2 If you managed to maintain silence after disposing of the first guard, the lone occupant of the laundry room will be sitting on his chair, oblivious. You can't sneak up on him (he's wide awake), but you can get close enough to get in an easy headshot if you don't pass the corner of the shelves.



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GOALS

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C Bathhouse Lobby

1 Two guards and one civilian roam this wide lobby area, and you'll need to pass through it at least twice. There's a light switch just to the left of the entrance, and while it certainly won't escape anyone's notice when the lights go off, it's incredibly difficult to make it through here without the cover of darkness.



!!! ASSAULT TACTIC

If you want to eliminate the two guards here for good, you can set a nice little trap for them. Place a Wall Mine by the light switch (after you turn it off) and leave the door open. The guards will come to investigate while you circle around the desk and get behind them. They'll spot the mine, and will group up to discuss it. Fire a shot at them, and when they attempt to return fire, their quick movements will set it off.





!!! STEALTH TACTIC

If you don't feel like killing, just turn off the lights and run to the door to the left. Detach the curtains to give yourself some cover for when the lights come back on.



2 If you follow the hallway past the curtains to the reception desk, you'll need to deal with a wall light that will almost surely attract some attention. A better idea is to cut through the maintenance room (the first door in the same hallway), where you can find a Med Kit and a ventilation shaft near the ceiling. The shaft leads to a supply room directly behind the reception desk.

From that supply room, you can listen on the guards' conversation while using your EEV and your Thermal Goggles to locate the computer (through the curtain). Hack into the computer remotely and use it to disconnect the camera on the stairs.





3 There are two ways to get upstairs; via the stairs, or by going outside and climbing a pole. If you're planning to take the stairs, load up a quiet weapon like a Sticky Shocker or lure the guard down by screwing with the lights (a light switch behind the desk will turn off the lights near the soda machine). Kill him if you want, but be prepared for a second guard to bash down the door from outside and rush the scene. There aren't any alarm buttons out there, so if you're prepared for his appearance, you can hit him in the doorway with no harm done.





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D 2F Private Rooms

1 If you take the outside route, you'll find a phone pole you can climb to a line you can zip across. That should deposit you right outside the caretaker's window. If you take the stairs, make sure to OCP the camera if you haven't deactivated it, and prepare for a second guard in the upper floor.



2 Whichever way you go, the first place to stop is the caretaker's room, which is the only door on the right. If the caretaker (a civilian) isn't up and around, yank him out of bed for interrogation. If he's up, he'll surrender peacefully. He'll give you the code to the office, which is the second door on the left.

If you haven't dealt with the hall guard (because you came in from outside) use the Optic Camera to figure out where he is before you enter the well-lit hallway.





3 Enter the code the caretaker gave you at the office keypad, and help yourself to the manager's files. You'll find what you're looking for in the cabinet, not the computer.



4 When you're done there, leap up and climb into the ventilation shaft behind the desk. That will take you into the barricaded room, where you can listen in on the conversation of two Japanese agents, which will lead to new objectives. From the ventilation shaft you can use your EEV to access either computer, and read their e-mail, but for more details you'll need to drop down and interrogate one. (Blue goggles? They just wish they could be as cool as Sam.)







GOALS

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E Locker Room

1 If you already killed the guys in the lobby, getting to the locker room will be easy. If not, use an Optic Camera at the maintenance room door to plan your course (but watch out for the civilian who does come in here sometimes). The Locker Room is straight ahead and to the left, but the changing light conditions in the lobby can make reaching it tricky.



2 Sometimes old tactics work best. When you get into the tiled locker room hallway, use your Pistol to shoot out the first light you pass. That should put you in darkness when you turn the corner to face the Locker area. Now use your OCP on the fluorescent lights above the mirror; that will send the guard forward to investigate, setting him up for an easy grab. Interrogate him about the local terrain while you drag him into the bathroom and dump him in a dark stall.



3 The door out of the bathroom leads to your choice of destinations. As the guard said, the Pool is to your left, blocked by yellow tape. (Don't worry about that, though; Sam may be the first video game character in history to actually be able to walk past the stuff!) To your right is the entrance to the Public Baths.



F The Pool

1 If you skip the Pool, you'll miss one of the game's most amusing snippets of guard dialogue. Stay in a distant dark spot and use your EEV laser mic to catch it.

The light in this area makes maneuvering difficult, so your first priority should be a dip in the Pool, where you can find and disable the generator. Cutting off the light will also cut off the noise, but that's a trade-off you should be willing to make. Pull yourself up when the lights go out, let the guards separate a bit, then either finish them off or just go to the phone box (the opposite corner from where you entered) and go for tap #2.









2 The door by the phone box leads directly to the Steam Room. This entrance puts you right near the guards, who are intermittently obscured by bursts of steam. When the steam gets thick, enter and dash to the right to find the valve. See the Steam Room section for more details.



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TACTICS: THE WALKTHROUGH

G Public Baths

1 If you choose to head this direction, shoot out the light to lure another sucker of a guard to his doom. He usually won't come any farther than the doorway, but that's far enough to grab him and drag him in.

Watch for a second guard who enters the Baths from the hallway on the opposite end. This part is tricky, because there's a flickering fluorescent light above you that can give you away if you enter the room. It's safer to stay in the hallway, wait for the guard to wander within Sticky Shocker or Sniper Attachment range, and take him out.

1



1



2 That hallway leads to a series of small private rooms. The only attendant here is a civilian, but that doesn't mean he's not a threat; the little narc will run to sound an alarm as soon as you take your eyes off him. Try to get close to him by weaving through the side rooms, and when he does see you, keep a gun on him until you can get close enough for a KO. Near the alarm box you can pick up a box of ammo.

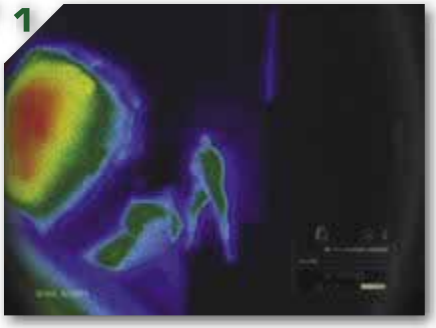
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H The Steam Rooms

1 There are two guards and one civilian in this room, and a third guard may come dashing in from a distant hallway if there's a commotion. You're definitely going to need some help with this one, so it's fortunate the steam is on your side. As soon as both guards are on the other side of the divider, run to the steam valve to your left (it's to your right from the pool entrance). The valve will fill the room with steam, but you can still hunt down your prey with Thermal Goggles. Keep your sound level low by sticking with KO's and pistol shots, and no one will go running for the alarm.

1



2 If you're coming from the Public Baths, duck in to the door that is to your right while facing the valve. This will lead to the Pool area, where you can find the second phone box. You should be able to avoid engaging any enemies here, since the box is just to the right of the door.

3 The other door, exactly opposite the steam valve, leads to a second steam room. Splinter Cell fans who miss automated turrets will finally be reunited with one, although avoiding it is so easy you'll almost feel embarrassed for it. From the entrance, just head to the left, turn the steam valve, and dash to the door. The turret can't see you, and won't shoot. If there's a guard here, watch which direction he goes when he hits the divider and take the other direction yourself.

3



1



2



3



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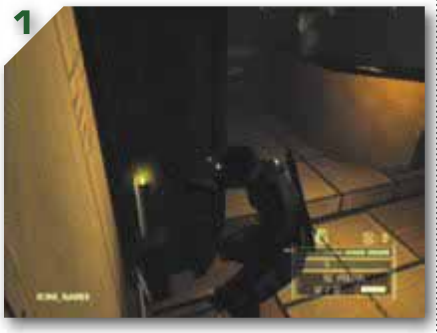
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Private Baths

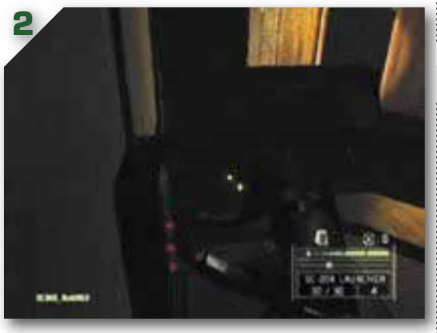
1 As you progress through this area, it's important to douse every light you see, both ceiling fixtures and candles. Sneaking up on the Japanese agents with the three-lens visors is very difficult in normal light conditions, since they're constantly turning. The darkness will let you get close enough for a good mid-range headshot (no point going for grabs, since they never have anything to say).

1



2 Before you encounter your first foe, you'll see a desk to your left. There's no computer here, but the final phone box is behind it, allowing you to complete this mission's Opportunity Objective.

2



3 After you kill the first guard in stealth gear, you'll be able to go either left or right. If you head to the left, after you pass through the first window-lit hallway, you'll see a small ventilation shaft that can allow you to sneak into the private baths. But there are usually guards to your right, and if they see you go for the vent, they'll take potshots at your ass and follow you right in. To throw them off, go around the loop the other way, passing through an executive washroom, and make a ton of noise by firing your guns into walls and whatnot. Turn off all the lights, too, so you can go back and sneak through the vents while the guards are busily searching the bathroom and relighting candles.

3



4 The normal entrance isn't far past the ventilation shaft, but expect to see a bevy of guards watching the door. If you insist on going in through the door instead of the vent, find a dark spot and break out the good stuff–Sticky Shockers and the like.

4



5 Whichever route you take will lead to an empty bath. To find Shetland's meeting, you'll need to pull yourself up on the rocks and squeeze behind the glass window to the planting strip. Past all the plants is a ventilation shaft that leads to Shetland's bath. Use your EEV to hear all the gory details, and don't leave without remotely accessing his computer and reading the "Chaos Theory" e-mail. This action constitutes the completion of a Bonus Objective.

5





5



5



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TACTICS: THE WALKTHROUGH

J The Shower Room

1 Unless you want to end up in the middle of a heated gunfight between the I-SDF and Displace, avoid the door and crawl out of the ventilation shaft instead. Dash past the fighting and loop all the way around this area, through the executive washroom. Eventually you'll have to cross the hall where the showdown is occurring, to enter the newly unlocked Shower Room. A quick roll should keep you safe, so there's no need to waste any Smoke Grenades.





2 From here, you can go left to the Private Baths where Shetland's meeting went wrong. Even if you already got the data on the computer, pay a quick visit to grab the Frag Grenade, Flash Grenade, and box of SC-20K ammo.

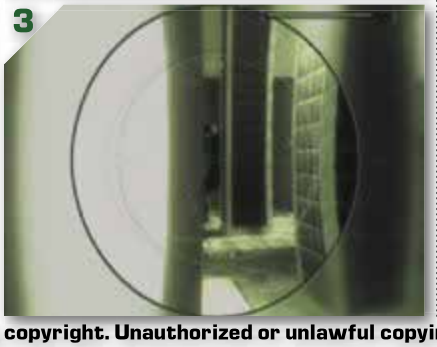


3 In the area opposite to that, heal up at the Med Kit, then disarm the Wall Mine at the entrance to the showers. There are three fully goggled I-SDF agents inside, equipped with gas masks, night vision and full body armor. These guys are smart, and the only trick they fall for is a clip full of SC-20K fire in the head. Without a doubt, this is one of the game's most difficult gunfights.

They won't spot you until you make yourself known, so make your one free shot count. If you have the Assault Kit, put a sniper round through the helmet of the guy hiding in the middle of the room (you can just see his head above it if you stand). If you don't, use a very carefully aimed Sticky Shocker. That will leave the two enemies on the left. Make sure your gun is on your right shoulder and keep them pinned there, staying almost entirely behind the cover of the entranceway wall yourself. You can track them through the wood with your Thermal Goggles.









!!! STEALTH TACTIC

Take advantage of your Foregrip here, but make sure to save a full clip of SC-20K ammo for the next area. Use your pistol if you have to, or throw Flash Grenades and run in to knife them while they're stunned. You only have one Frag Grenade, so make it count!



!!! ASSAULT TACTIC

Frag Grenades are a big help here, although you can't always count on them to get a kill. Throw one, (or better yet two in quick succession if you have them), then switch back to your gun and prepare to blow away your foes as they dive from cover.



When the room is clear, heal up any wounds at the Med Kit before you proceed.



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K Furnace Room

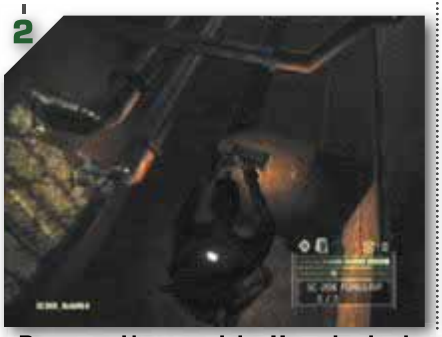
1 The door at the end of the Shower Room leads to a corridor with another Wall Mine, and then the Furnace Room. Shetland has planted three bombs here, each capable of blowing the Bathhouse sky high. From the moment Lambert gives you the objective, you have 90 seconds to find the first bomb. After defusing each bomb the clock will reset, but new enemies will enter the room. Having to battle I-SDF super soldiers while the bomb timers tick away makes this, perhaps, the most challenging area in the game. I suggest you save RIGHT after disarming each bomb.

1



2 The first bomb is on the ground floor, to the left of the stairs. Look for the bombs with your Normal Vision, so you can see the red flashes. Disarming takes a while, during which Shetland will taunt you (you can't catch him here, at least not yet). When the bomb is defused, a new enemy will appear on the top floor. Pass back under the bars, but don't go out in the open. Instead, try to lure him over to you by making some noise. Catching him as he turns the corner is much easier than trying to fight by the staircase.

2



2



3 To get to the second bomb, you'll need to climb up the catwalks and then jump over the railing where you see the red glow. Disarming this one will release two new enemies, coming from the direction of the shower room. Time is tight, but try to kill them before you disarm the third bomb, or they may kill you while you're doing it. Hang out at the lower floor until you hear them coming closer (make some noise if you have to), then toss a Smoke Grenade over the railing above you. Jump onto the railing after it (climbing the pipe takes too long), and use your Thermals to find and knife the guards in the smoke.

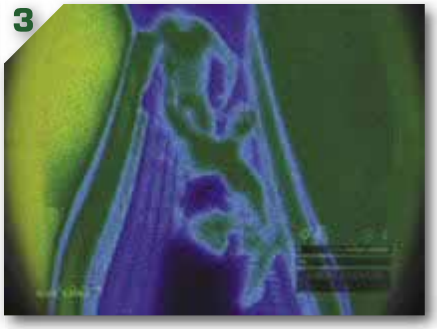
3



3



3



4 To reach the fourth bomb, you'll need to jump to the isolated platform that's to the left of the bags of cement. After disarming this one, hold your position and aim your SC-20K or Sniper Attachment at the door that Shetland went though. A new guard will come from that direction, and you can hit him in the doorway.

4



4



5 That was the last enemy in this mission, besides Shetland. Follow him through the door for your climactic final confrontation. Save your game before you confront him if you want to see both possible conclusions.

5



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SOLO WALKTHROUGH

MISSION 10
KOKUBO SOSHO

GEAR

For most of this mission you'll be forbidden to kill, making non-lethal weapons like Sticky Shockers and Cameras far more valuable than Frags and extra ammo clips. The Stealth Kit is ideal for the brunt of the mission, but Redding's Recommendation will give you a bit more ammo to play with when the killing does start.

REDDING'S RECOMMENDATION		STEALTH KIT		ASSAULT KIT	
SC-20K	60 ROUNDS	SC-20K	30 ROUNDS	SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT		LAUNCHER ATTACHMENT		LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT		FOREGRIP ATTACHMENT		SHOTGUN ATTACHMENT	14 ROUNDS
SC PISTOL	40 ROUNDS	SC PISTOL	20 ROUNDS	SC PISTOL	40 ROUNDS
STICKY CAMERA	x3	STICKY CAMERA	x5	STICKY CAMERA	x2
STICKY SHOCKER	x3	STICKY SHOCKER	x5	STICKY SHOCKER	x2
GAS GRENADE	x3	GAS GRENADE	x3	GAS GRENADE	x2
AIRFOIL ROUND	x3	AIRFOIL ROUND	x5	AIRFOIL ROUND	x3
FRAG GRENADE	x1	FLASH GRENADE	x2	FRAG GRENADE	x3
FLASH GRENADE	x4	SMOKE GRENADE	x4	SMOKE GRENADE	x3
SMOKE GRENADE	x3				

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Do Not Kill Anyone

Relations with Japan are at the breaking point. Killing anyone will result in mission failure.

- Contact the Detained American Officers

American officers stationed at the Kokubo Sosho have been detained by the SDF in the press room on the top floor over the main lobby. Contact them for information.

- Gain Access to the War Room

The sealed doors to the Kokubo Sosho War Room can be unlocked from the Main Server Room in the lower level.

- Record the Meeting in the War Room

The heads of the Self Defense Force are holding an emergency meeting in the War Room on the lower level. Record the meeting with your laser mic.

- Access the I-SDF General's Laptop

Use your EEV to access the laptop of the general in the War Room from the overlooking vent.

- Cripple Otomo's I-SDF Servers

Get to the I-SDF Command Center in the sub-levels and destroy Otomo's servers before it is too late.

- Capture Otomo Alive

Fifth Freedom. The non-lethal restriction is lifted for anyone except Admiral Otomo, who must be captured alive if there is any hope to stabilize the region.

SECONDARY OBJECTIVES

NO SECONDARY OBJECTIVES IN MISSION 10.

OPPORTUNITY OBJECTIVES

NO OPPORTUNITY OBJECTIVES IN MISSION 10.

BRIEFING

NON-LETHAL COMBAT

This isn't the first time you've had to go into combat with do-not-kill orders, but it's probably the most difficult. In the past you could avoid most guards or take them with hand-to-hand tactics, but the enemies in this mission tend to patrol in the buddy system, sticking so close to each other that you can't KO one without being noticed by the other. This makes long-range non-lethal weaponry key. If you don't have enough Sticky Shockers, use your Sticky Cameras as replacements by firing them near your target's feet and immediately releasing the gas.

CAPTURE & INTERROGATION

After entering the Basement Area of this mission, you'll begin facing enemies who are equipped with non-lethal weaponry similar to your own Sticky Shockers. If you're hit by one of these, you'll wake up tied to a chair, being knocked around by an I-SDF agent. The Pick Cuffs option will flash periodically, but you won't have time to do it until the thug gives up and his partner starts filling a syringe. At that point, you can pick your cuffs the way you pick locks, except you won't see anything on the screen, and will have to go by sound and controller feedback alone.

Once free, it's easy to grab and interrogate the "doc" while his back is turned, and then door bash the torturer. You'll find your equipment in a crate between the warehouse shelves, and you can then resume your mission, albeit with one alarm tripped and very little health. Don't forget about the restroom off of the basement area where you can restore your health with a Med Kit.









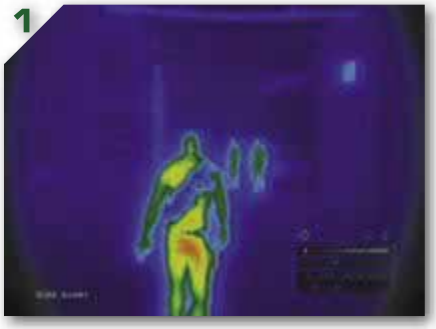


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A Outside Approach

1 Infiltrating the access tunnel is as simple as using the card reader at the entrance. Two guards patrol the tunnel, however, so you should flip on your Thermals and make sure they aren't waiting right past the door.

1



2 In addition to the guards, an infrared camera with a wide range of vision is sweeping the tunnel constantly. A breaker box on the right wall just past the entrance will turn off all the lights here, but at the price of putting the guards on alert. The tunnel is already pretty dim, so it's probably easier to slip by with the lights on.

2



3 There are two ways into the Ministry. The first locked door on the right leads to a short ladder up to the Main Lobby. The door is locked, but you can pick it or break it if the guards are far enough away. The other entrance is towards the end of the tunnel, where a grate has been pried off a short shaft-like tunnel that you can squeeze into if you're crouching. At the end of it is a pipe you can climb to the Third Floor.

3



3



B Main Lobby

1 If you entered from the Outside Approach, you'll end up in a machine room with a ventilation shaft that connects to a bathroom. A guard is in the stall facing you, and if you rush in quickly you can Door Bash the poor bastard.

1



2 The corridor outside the bathroom leads to an expansive interior Lobby. Scan the area from the safety of your corner, and you'll see a man at the computer desk across the way. Obviously he'll make maneuvering difficult, but if you fire a Sticky Camera just over his shoulder you can gas him where he sits.

2



3 As an alternative you can sneak through the dark patches of the lobby, heading towards the main entrance to your right. There you'll see a camera (the normal kind) that you can OCP for just long enough to grab the guard at this desk and drag him out of the camera's range. Beneath the camera you'll find a ventilation shaft that connects to the other lobby desk, which will put you right behind the guard's seat. Make sure to read the computer at the interior lobby to get a useful door code.

3



3



3



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GOALS

Do Not Kill Anyone • Contact the Detained American Officers • Gain Access to the War Room • Record the Meeting in the War Room • Access the I-SDF General's Laptop • Cripple Otomo's I-SDF Servers • Capture Otomo Alive

B Main Lobby

[CONTINUED]

4 The Press Room with the American captives is on the Third Floor. There are three ways to get up there: the stairs, the elevator, or by climbing up the elaborate modern art sculpture and climbing through the rafters to a ventilation shaft. The sculpture option is the most difficult, but it will put you in a good position to avoid a lot of the guards in the Press Room.

If you take the stairs or elevator, you'll have to contend with a guard waiting on the third floor. If you approach the stairs while avoiding lights and walk quietly while ascending, you should be able to hit the guard from the side with no shots fired.







C Third Floor

1 If you entered from the Outside Approach, you'll end up in a machine room with a wide opening near the top of the right wall. Pull yourself up and crouch at the lip of the hole while you scan the hallway. There's a guard and an armed janitor here, and even if you can drop on one of them, the other will get a few shots in. A better plan is to get them close with a whistle, then toss a Flash Grenade down there. While they're disoriented, drop down and KO them both.







D Press Room

1 Going in through the Press Room's front door is not a realistic option, since it's well-lit and well-guarded. If you took the elevator or stairs to the third floor, you'll find a ventilation shaft outside the Press Room that will take you safely to a dark end of the room. From there, you can systematically shoot all the lights in the room, which will both lure the guards to that end of the room (and away from the captives), and allow you to interview the prisoners without being noticed.





If you came up through the ventilation shaft at the end of the rafters (by climbing the sculpture) you'll end up in an outside row of planters. The foliage will cover you as you approach the captured prisoners and talk to them. You can't go back the way you came, so you'll need to escape through the ventilation shaft in the corner opposite the prisoners.



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TACTICS: THE WALKTHROUGH

E Basement Area

1 After speaking with the prisoners, Sam will receive a new objective: "Record the Meeting in the War Room." The War Room is deep underground, past the now-open automatic door adjacent to the staircase in the Main Lobby.



2 Before you approach the escalator, turn off the power in this area by flipping the switch on the back wall. This will allow you to hide in darkness behind the escalator divider as one of the three guards below wanders up and into your first.



3 On your way down the escalator, stop and shoot out the backlit sign (this area's primary light source) as soon as you get a clear shot at it. Then click on your Night Vision so you can see the wide-ranging infrared camera in the bulb above.

The enemies down here are all using non-lethal ammunition that will drop you in one hit and lead to your capture (see "Capture and Interrogation" in the Briefing section). Being captured sets off an alarm, but that's not such a horrible thing; it puts you closer to your Server Room destination, for example. But you can only survive being captured once, so it's best to avoid it if you can.

Coming from the escalator, you'll find the sealed door to the War Room opposite the entrance (on the other side of the elevator block), a restroom with a Med Kit down a path to your left, and a Retinal Scanner-sealed door that leads to the Server / Interrogation Rooms to your right.

Go ahead and use a Sticky Camera or Sticky Shocker to get rid of one of the two remaining guards, then try to get behind the other and grab him if you can. Or you can take him out too, but then you'll need to hack the retinal scanner to reach the Server Room. You have only a few seconds to make this hack, so back out if the numbers don't come up immediately.



F Server / Interrogation Room

1 If you were captured and are escaping the Interrogating Room, you can find two Sticky Shockers on a shelf by the door. If you haven't been captured, there isn't much point stopping by the Interrogation Room at all, since there are two difficult enemies in there and very little to gain (except those Sticky Shockers).



2 Before entering the Server Room, shoot out the fluorescent light in the hall and enter your code (1945) in the keypad. Use your Night Vision here, and you'll see through the window that two different infrared cameras are sweeping this area in circular arcs. They can see you right through the door, so back away when the yellow beams get near!

Whenever the infrared beams hit you, an alarm rings and the computers sink into the floor. If you're coming here after being captured, the computers will be sunk in the floor from the start. To reset them, you'll need to use the retinal scanner in the corner of the room opposite the door (you can either grab a guard and force him into it, or hack it). If there are no guards in the room, new ones will come from outside to respond to the alarm.

When the computers are up, the part you can interact with will either be on the right side of the first or second row. All you need to do is select Use Computer there to unlock the War Room.





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GOALS

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G War Room

1 The only way to access the War Room is from an air vent on the opposite side of it. To get there you'll need to contend with two roving guards and a pair of infrared cameras (mounted in bulbs) that are pointing away from the entrance. Dealing with the cameras is a simple matter of using your OCP effectively, but getting around the guards can be a little tricky, since this is one of those areas where it's difficult to tell where the light and dark spots are. Fortunately, there is plenty of darkness (particularly in the rear of the room) and there's even a bit of ambient noise.

2 If you look at the ceiling behind the War Room, you'll see some missing panels you can use to pull yourself up. Climb into an air vent from there and you'll have a front row seat for the War Room meeting.



3 Remember those cameras on your way out! They're too close to OCP from anywhere except the far back of the room, so be careful (not that alarms have much meaning at this point). As soon as you're out of the War Room area, call an elevator and hit the button to go down. All the way down.









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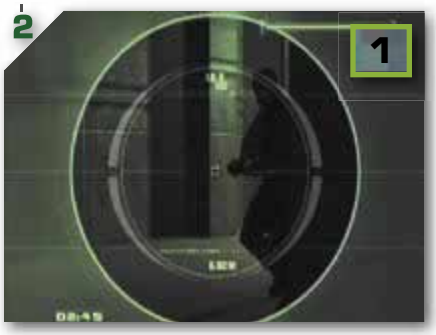
TACTICS: THE WALKTHROUGH

H The Deep Below

1 The elevator stops a bit above ground level, so you'll have to lower yourself into the hatch and drop down to the surface rung by rung. At the bottom, a three minute timer will start ticking, but that's plenty of time for the short series of challenges you'll face before you reach the I-SDF computer.



2 You'll need to pull yourself up to the ground level from the elevator shaft, then loop around to the opposite side of the room. A pack of guards are creeping their way towards you here, and the walls are laced with Wall Mines. If you can reach them quickly, however, you can clear the entire room by targeting the first Wall Mine and setting off a lethal chain reaction.





3 Use your Night Vision in the next room to reveal the series of laser tripwires that will activate a deadly automated turret when crossed. You can avoid them by crouch-walking beneath them when they're at their highest point.



4 As soon as you enter the third room, pull yourself over the railing to the right. Stay near the wall until you see the window at the end, then climb onto the windowsill. From there you're behind the cover of a pair of guards, and you can quickly drop them with headshots.





5 If you want to complete a Bonus Objective for this mission, be sure to access the computer before you destroy it. Having done that, now you can go ahead with setting a charge at the computer to your right, and backing up far enough to detonate so that the charge will detonate safely. This will stop the timer, but you're not out of the woods yet. Run for cover behind the wall by the computer and prepare for a firefight with a pair of enemies that will enter from the opposite side of the room. Keep them pinned with heavy SC-20K fire so they can't get any shots off in return.





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GOALS

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Otomo's Office

1 After your conversation with Otomo, Lambert will order you over to help him. You have several minutes to reach him before he bleeds out, but you will fail the mission outright if you decide to ignore orders and let him die. You'll find an underground passage to his office through the glass door behind you, and stabilizing him is a simple matter.

There's only one way out of here afterwards, and that's to set an explosive charge at the glass window behind Otomo's desk. Step away for the detonation, and prepare for Sam's most unusual exfiltration yet!







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COOP XBOX/PC / 01: PANAMA

[BRIEFING]

PRIMARY OBJECTIVE(S)

- ✓ Access the archives.
- ✓ Access the main server.
- ✓ Exfiltrate to the primary extraction point.

Evidence from the MCAS Bank of Panama suggests that Vice President Segundo Ruiz de Medeiros has been accepting bribes and allowing ships to bypass spot inspections as they move through the Canal Zone. Your first mission as Splinter Cells-in-training is to infiltrate de Medeiros' administration building in Panama City and access his personal archives. Search for hard evidence of de Medeiros' illegal activities and determine if he's acting alone or following orders issued by another party.

AGENT 1'S GEAR

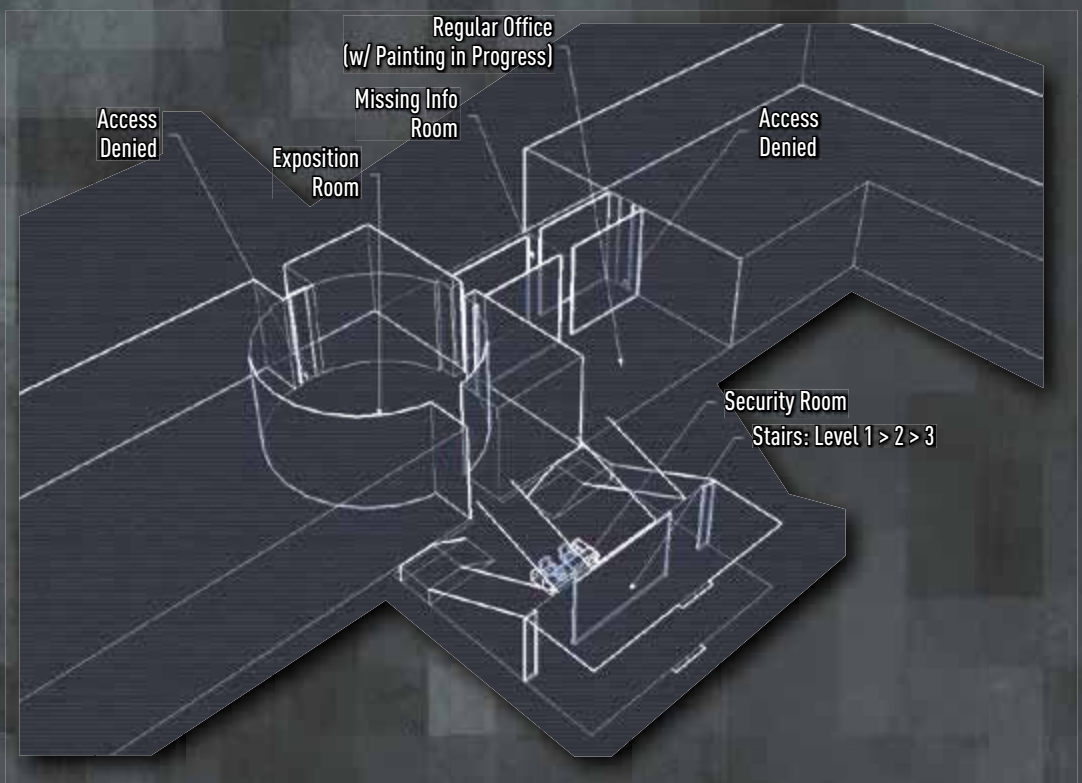
SC-20K — 30 ROUNDS LAUNCHER ATTACHMENT	SC PISTOL — 60 ROUNDS OCP ATTACHMENT	STICKY CAMERA — x2
FLASH GRENADE — x1	ADRENALIN SYRINGE — x1	

AGENT 2'S GEAR

SC-20K — 30 ROUNDS LAUNCHER ATTACHMENT	SC PISTOL — 60 ROUNDS OCP ATTACHMENT	STICKY CAMERA — x1
FLASH GRENADE — x2	SMOKE GRENADE — x2	ADRENALIN SYRINGE — x2

MAP FEATURES

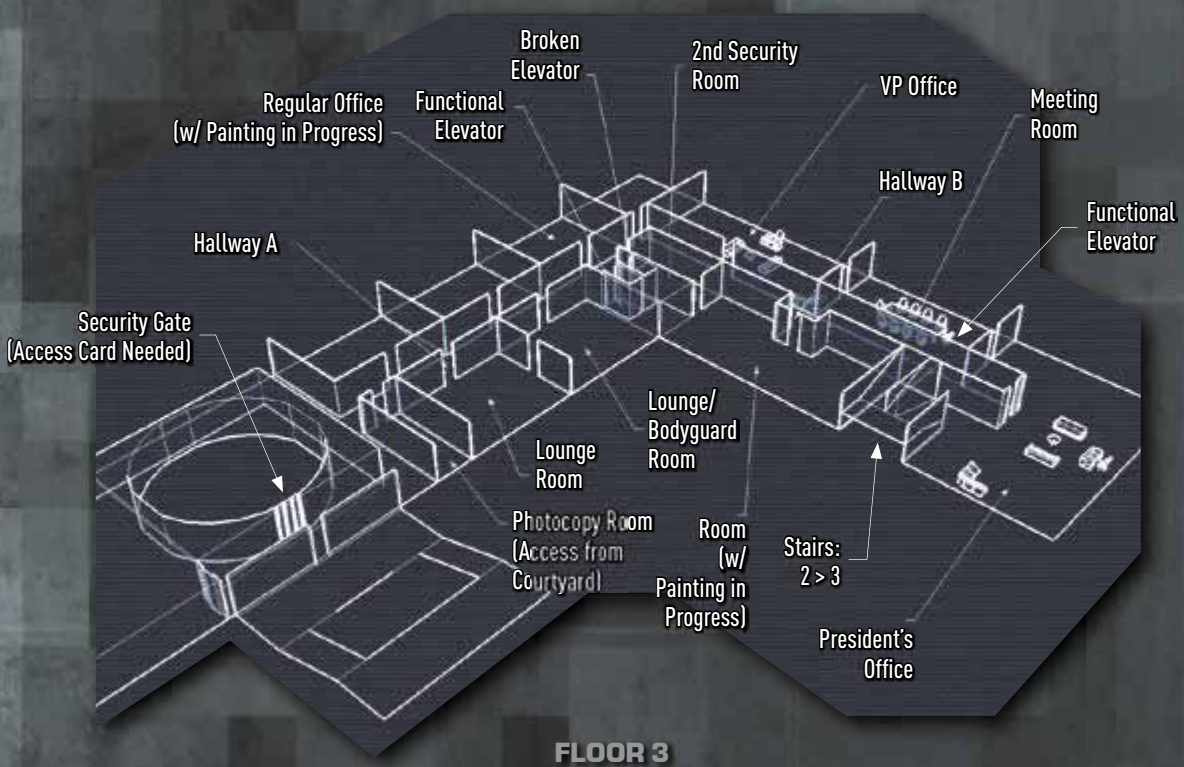
FLOOR 1



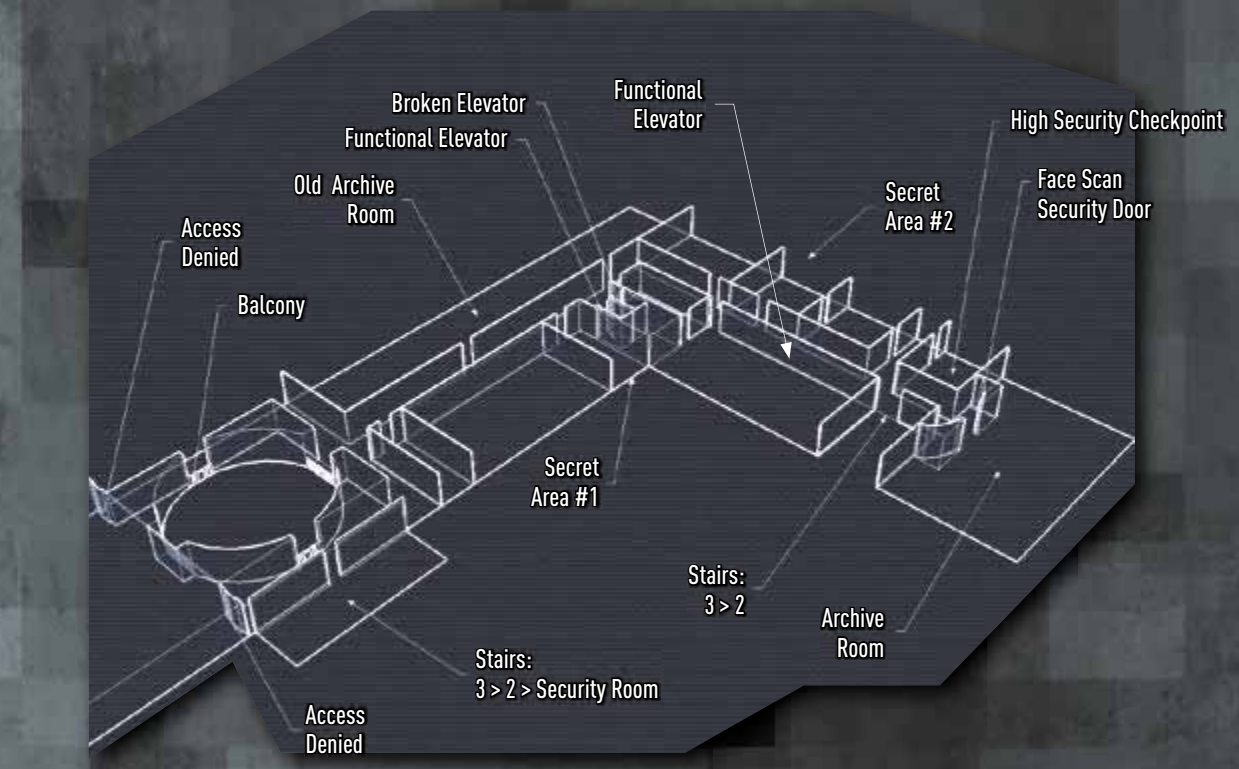
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MAP FEATURES

FLOOR 2



FLOOR 3



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STAGE 01: THE ARCHIVES



A Both agents should use their SC Pistols to shoot out the lampposts in the courtyard. The agents should then move through the shadows, heading for the open window on the second floor of the building. The agents should then perform a Boost COOP move followed by a Human Ladder to reach the open window, which leads into the Photocopy Room on the second floor of the building.



B The agents should exit the Photocopy Room and turn off the lights in Hallway A using the nearby light switch. They should then hack the keypad on the door at the end of the hall to proceed.



C When the agents reach the Broken Elevator, one of them should use his OCP to turn off the overhead light. The other agent should move past the surveillance camera near the Broken Elevator. The agent should then return the favor so his teammate can join him. The agents should then hack the keypad on the door at the end of the hall to proceed.



D The agents should enter the door and turn off the lights in the following room. They should then hack the keypad on the room's far door. The agents should pass through the door, turn off the lights in the small room beyond and use the elevator to reach the building's third floor. While riding in the elevator, one of the agents should shoot the overhead light.

E The agents should exit the elevator, turn right and use the light switch to kill the lights in the hall. When the guard leaves the security office to turn the lights back on, one of the agents should grab him from behind and bring him to the small room with the retinal scanners at the end of the hall.

F The other agent should move down the hall in the opposite direction and enter the Vice President's office unseen. He should then grab the VP from behind and bring him to the retinal scanners where his teammate waits for him. Both agents should simultaneously force their captives to activate the retinal scanners and open the door. The agents should then choke their captives to knock them out and proceed through the door.

G The agents should use the light switch on the wall on the other side of the door to shut off the lights in the Archive Room. One of the agents should search the desk cabinet near the computer in the Archive Room to complete the first primary objective: "Access the archives." While he does this, the other agent should move to knock out the guard before he turns the lights back on.







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STAGE 02: MAIN SERVER

A The agents should backtrack out of the Archive Room. They should run to the opposite end of the hall and enter the furthest door, the one next to the Vice President's office. The Agents should proceed until they notice a grate on the floor and an opening in the ceiling above.





The agents should then perform a Boost COOP move followed by a Human Ladder to climb through the opening in the ceiling.

B The agents should drop down to the floor of the next room and proceed through the door. They should navigate the hallways that follow, shooting overhead lights and knocking out guards as they go. The agents should pass through the door at the end of the halls—the one that opens automatically due to the motion sensor above it—and knock out the guard on the other side to proceed.

C The agents should head down the stairs past the automatic door and perform a Hangover COOP move in the air duct that follows. The suspended agent should hack the keypad on the wall to open the Exposition Room's gates.

D The agents should abort the Hangover and move to the small balcony nearby, which overlooks the Exposition Room. In turn, both agents should climb over the railing and grab onto the ledge below. The agents should then shimmy along the ledge until they reach the opposite balcony. The agents should climb onto the balcony, enter the elevator and travel to the first floor.

E One of the agents should target the glowing red box in the Exposition Room with his Pistol and use its OCP to disable the Exposition Room's laser grid. The other agent should cross the room and then return the favor so his teammate can join him on the other side.

F The agents should shoot the overhead lights in the hallway that follows and knock out the pair of guards that move to investigate. They should then enter the server room and shoot the overhead light near the computer so they aren't detected by the room's surveillance camera. One of the agents should then use the computer to complete the second primary objective: "Access the main server."





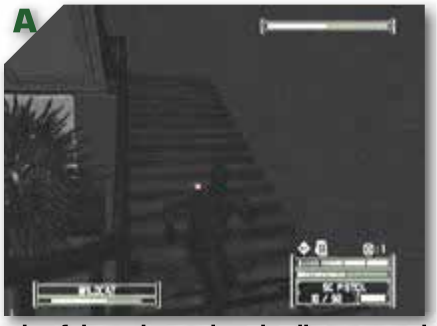




STAGE 03: EXFILTRATE

A The agents should backtrack to the Exposition Room and use their OCPs to cross the room safely again. They should then head past the elevator and down the following hallway to reach the reception hall. The agents should shoot the overhead chandeliers in the reception hall and make their way up the stairs without being detected by the guards.

B The agents should head through the door at the top of the stairs and navigate the few hallways that follow until they arrive at the Photocopy Room. They should then exit through the open window to reach the courtyard. To complete the mission, the agents should move through the shadows to avoid the guards and return to the insertion point near the trucks.





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COOP XBOX/PC / 02: SEOUL 3

[BRIEFING]

Your second mission is to find and capture your target, Jong Pom-chu. Pom-chu knows secrets about North Korea's illegal chemical and biological weapons programs and therefore must be taken alive—his death will result in mission failure. Current intel suggests that Pom-chu is hiding in a hotel in Seoul, South Korea.

PRIMARY OBJECTIVE(S)

- ✓ Capture Jong Pom-chu.
- ✓ Find out where Jong is.
- ✓ Destroy the two Chun-ma anti-aircraft systems.
- ✓ Get to the Cyber Café where Jong is being protected.
- ✓ Get to extraction with Jong.

OPPORTUNITY OBJECTIVE(S)

- ✓ Interrogate the North Korean officer.

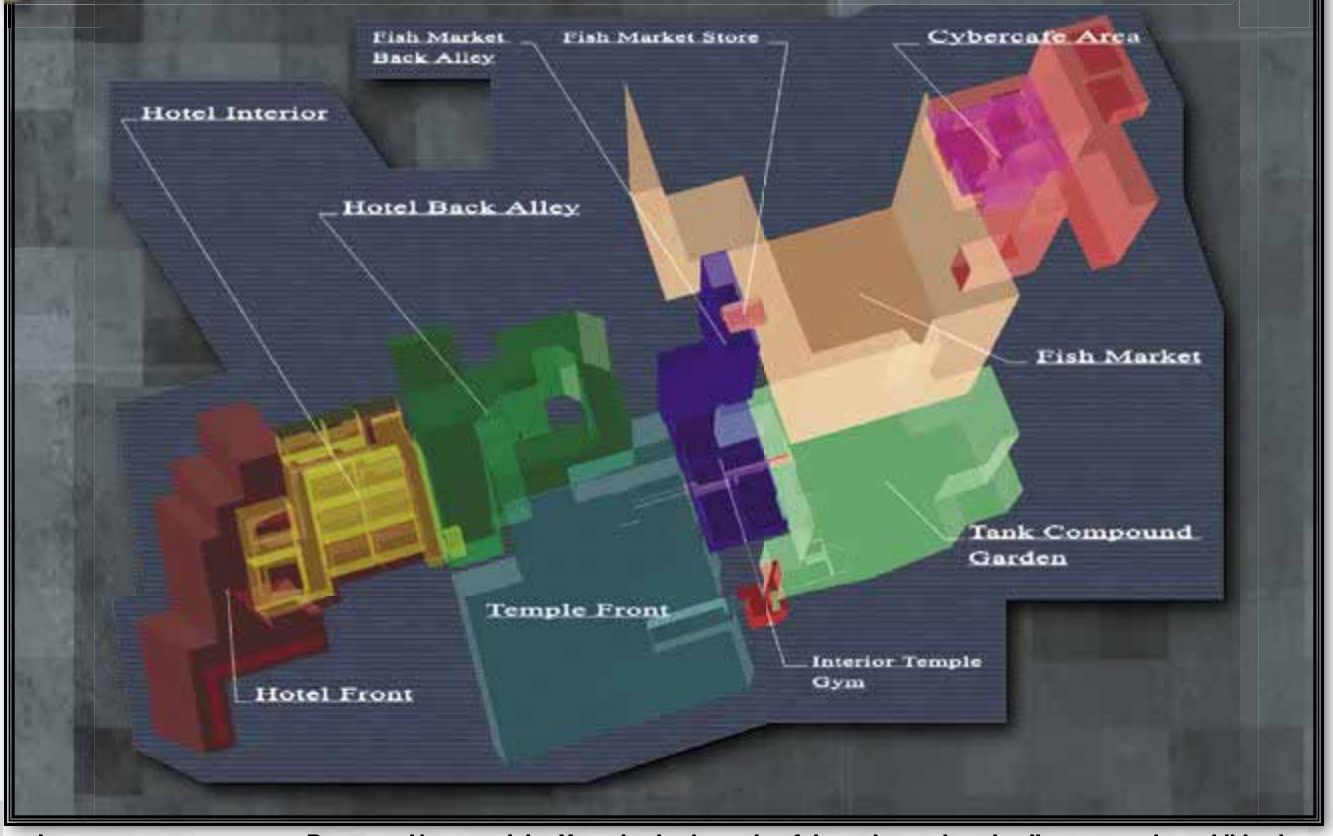
AGENT 1'S GEAR

SC-20K	90 ROUNDS	LAUNCHER ATTACHMENT
SC PISTOL	60 ROUNDS	OCP ATTACHMENT
STICKY CAMERA	x1	
STICKY SHOCKER	x3	
AIRFOIL ROUND	x3	
FLASH GRENADE	x2	
ADRENALIN SYRINGE	x1	

AGENT 2'S GEAR

SC-20K	90 ROUNDS	LAUNCHER ATTACHMENT
SC PISTOL	60 ROUNDS	OCP ATTACHMENT
FLASH GRENADE	x2	
STICKY CAMERA	x4	
ADRENALIN SYRINGE	x1	

MAP FEATURES

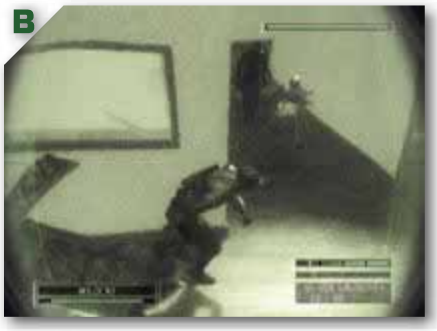


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STAGE 01: INFILTRATE THE HOTEL



A The agents should wait until the guard in the alley enters the hotel. They should then shoot out the neon lights on the surrounding buildings. The agents should then move to the large hole in the side of the hotel and perform a Boost COOP move followed by a Human Ladder to reach the second floor of the hotel through the higher hole in the wall.



B The agents should knock out the guard patrolling the second floor of the hotel and then open the door to reach a small room. They should drop through the hole in the floor of the room and then knock out the guard patrolling the first floor. One of the agents should then use his OCP to disable the automatic machine gun turret so the other agent can move to deactivate it using the control panel behind the turret.



C The agents should break the lock on the door near the gun turret and drop through the hole in the floor in the next room. They should then perform a Boost COOP move followed by a Human Ladder to climb through the hole in the floor of the next room over. One of the agents should turn off the lights in the room, then both agents should exit the room and knock out the guard in the following hallway.

D One of the agents should shoot the light near the stairs in the hallway. The other agent should jump and grab onto the railing above the stairs, then execute a ledge grab on the guard to knock him out. The agents should then head upstairs and enter the bathroom, where a man fitting Jong Pom-chu's description is hiding. One of the agents should grab the man and interrogate him to learn that he actually isn't Pom-chu. Still, this completes the first primary objective: "Capture Jong Pom-chu." The agent should choke the man to knock him out after the interrogation.





E One of the agents should hack the keypad on the door outside the bathroom. As he does this, the other agent should shoot the light on the hallway's ceiling to create darkness. Both agents should then move through the door and into the shadowy back alley. One of the agents should knock out the two guards while the other grabs the officer from behind and interrogates him. This completes the primary objective: "Find out where Jong is" as well as the opportunity objective: "Interrogate the North Korean officer."



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STAGE 02: DESTROY THE AAs

A After choking the officer, the agents should perform a Boost COOP move followed by a Human Ladder to climb the low wall. The agents should then scale the low fence that follows and head down the narrow alley. In turn, each agent should jump and grab onto the zip line at the end of the alley to quickly reach the first anti-aircraft vehicle.

B The agents should knock out the two guards patrolling near the first AA without drawing the attention of the guard on the Temple's high balcony. They should then perform a Stand on Shoulders COOP move at the rear of the AA to place an explosive charge on it. The agents should then move to the sewer tunnel and detonate the charge to destroy the first AA.

C The agents should move through the tunnel to reach the other side of the Temple, where the second AA is located. They should knock out the three guards in the area and then destroy the second AA the same way they destroyed the first one. This completes the third primary objective: "Destroy the two Chun-ma anti-aircraft systems." The agents should then locate the open sewer grate on the ground and climb down the ladder to proceed.

D The agents should move through the sewers that follow until they climb a ladder and reach another alley. They should proceed down the alley and enter the Fish Market Store. One of the agents should turn off the lights in the small store to create darkness. The agents should then exit the store and knock out the guards patrolling the walkways of the Fish Market outside. After dealing with the guards, the agents should cross the walkways and proceed to the alley near the Cyber Café.









STAGE 03: INFILTRATE THE CYBER CAFE

A The agents should knock out the guard in the alley without being detected. Afterwards, Agent 1 should climb onto the short stack of small red crates and then onto the narrow ledge of the building above. Once on the ledge, Agent 1 should equip a Sticky Shocker and take aim at the man inside the Cyber Café through the large open window. The man is your target, Jong Pom-chu. Agent 1 should be patient, wait for the right moment and then knock out Pom-chu with the Sticky Shocker. Both agents should then scale the nearby fence to proceed.

B After scaling the fence, the agents should move to the end of the alley and climb onto the boxes near the door. They should then perform a Boost COOP move followed by a Human Ladder to reach the open window above and enter the second floor of the café.

C After climbing through the window, the agents should open the door to their left and knock out the two guards in the small room beyond without being detected. They should then break the lock on the next door ahead to reach the room where Pom-chu was hiding. One of the agents should pick up Pom-chu's unconscious body. The other should open the nearby door, run down the stairs that follow and open the door at the bottom.

D To complete the mission, both agents must simply move to the nearby extraction vehicle—a truck parked near the small red crates in the alley.









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COOP XBOX/PC / 03: CHEMICAL BUNKER

[BRIEFING]

The information Jong Pom-chu provided during his interrogation has raised suspicions about the North Korean chemical weapons bunker outside Namp'o-si. In the third COOP mission, the agents-in-training must infiltrate the secret underground bunker to find out what the North Koreans are planning and what their chemical and biological capabilities are.

PRIMARY OBJECTIVE(S)

- ☑ Infiltrate the bunker down one of the silos.
- ☑ Recover the viral protocol from the main laboratory.
- ☑ Acquire the appropriate chimpanzee blood serum needed for the antidote.
- ☑ Retrieve a sample of the anti-virus from the Cryogenic Chamber.
- ☑ Retrieve a viral sample from one of the missiles.
- ☑ Exfiltrate to the primary extraction point.

OPPORTUNITY OBJECTIVE(S)

- ☑ Recover the videotape of the monkey autopsy.

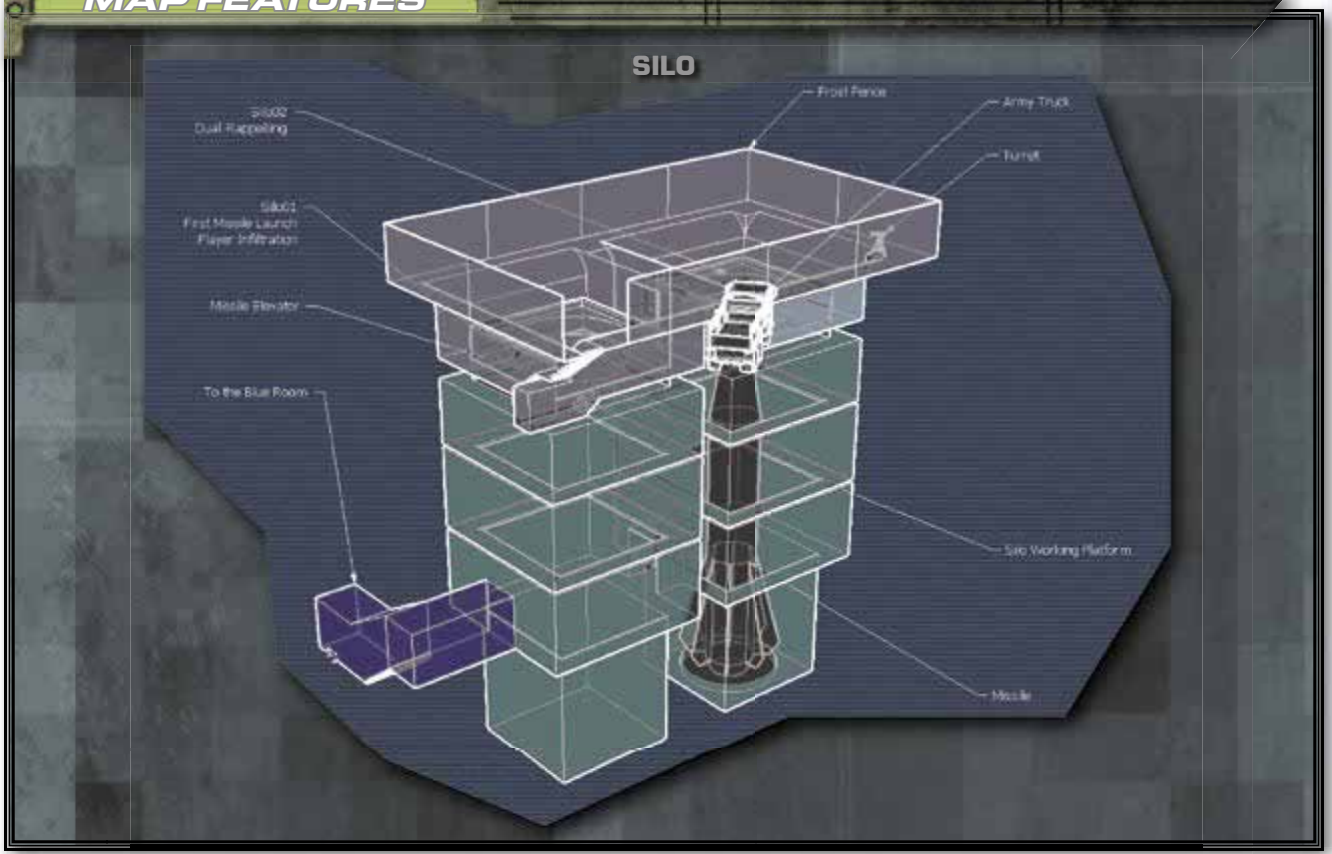
AGENT 1'S GEAR

SC-20K	90 ROUNDS	SC PISTOL	60 ROUNDS
LAUNCHER ATTACHMENT		OCP ATTACHMENT	
STICKY CAMERA	x4	STICKY SHOCKER	x3
AIRFOIL ROUND	x3	ADRENALIN SYRINGE	x1

AGENT 2'S GEAR

SC-20K	90 ROUNDS	SC PISTOL	60 ROUNDS
LAUNCHER ATTACHMENT		OCP ATTACHMENT	
STICKY CAMERA	x1	FRAG GRENADE	x2
FLASH GRENADE	x2	ADRENALIN SYRINGE	x1

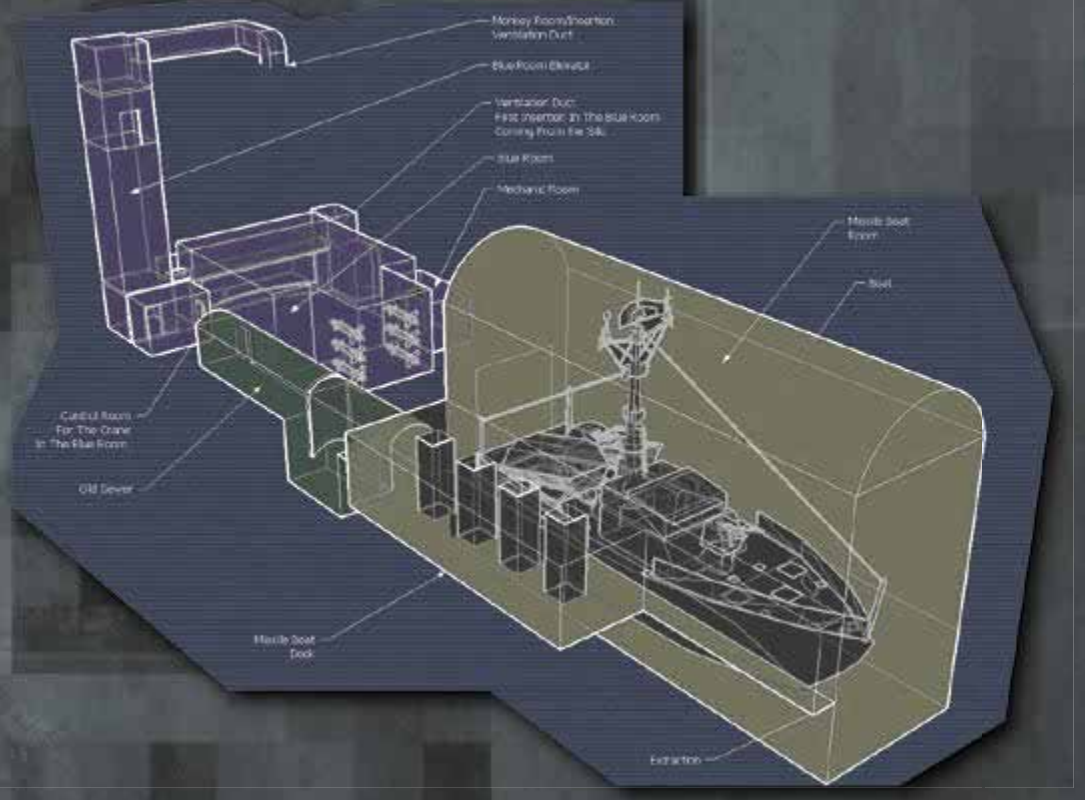
MAP FEATURES



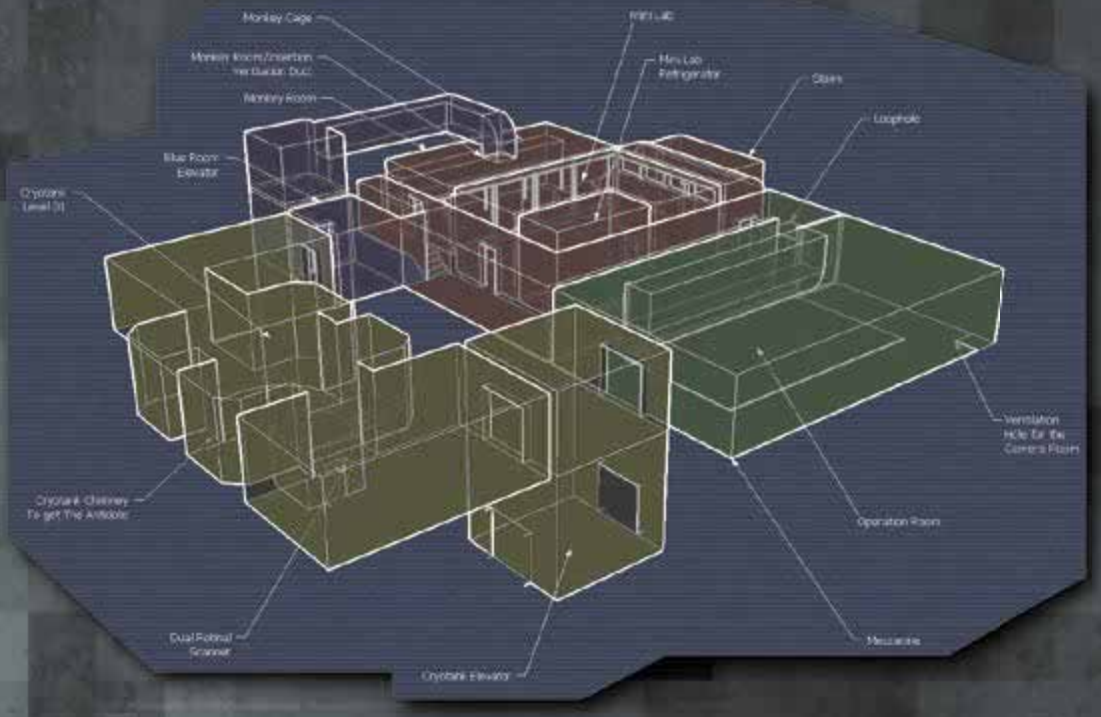
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MAP FEATURES

FLOOR 3



FLOOR 1



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MAP FEATURES



STAGE 01: INFILTRATE THE BUNKER

A Both agents should scale the fence ahead of the insertion point and then climb down the following ladder to reach the two missile silos. The agents should knock out both patrolling guards and then move to the far silo. They should then stand on the edge of the silo and perform a Dual Rappelling COOP move. The rappelling agent should reach the bottom of the silo, use the control panel and then climb his teammate's rope to return to the surface.

B The agents should move to the other missile silo and use the control panel near its edge. A platform then rises from the bottom of the silo. One of the agents should jump onto the platform and move to one side. The other agent should use the control panel again to cause the platform to lower and then quickly jump onto it. The agents should ride down to the bottom of the silo and then move to the doorway. This completes the first primary objective: "Infiltrate the bunker through one of the silos."

C The agents should shoot the lights in the following hallway to create darkness. They should then knock out the guard in the hallway and enter the crawlspace at its opposite end. After reaching the other side of the crawlspace, the agents should listen to the conversation between the two technicians in the lower room. (The Blue Room.) Afterwards, the agents should use their pistols to shoot all of the overhead lights in the lower Blue Room, which they'll be visiting later.







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D The agents should proceed through the next crawlspace and then climb up the tall ladder that follows to reach a ventilation air duct. One of the agents should silently drop through the hole at the end of the duct to enter the Monkey Room. The agent should then sneak behind the technician in the Monkey Room and knock him out.





E The agents should open the door and shoot the light in the hallway outside the Monkey Room to create darkness. They should knock out the guard standing in the hall and then shoot the light on the ceiling above him. This draws the attention of a guard further down the hall, past the laser beams. The agents should wait for the guard to approach and then knock him out.

F The agents should jump and grab onto the overhead pipe near the lasers. They should warp their legs around the pipe and shimmy across to bypass the first set of lasers beams. They should drop off the pipe when they reach the end of it and then perform a Tomoe Nage COOP move so that one of the agents is thrown past the following set of lasers. That agent should round the corner and use the nearby computer to deactivate the lasers so his teammate can join him.

G The agents should proceed down the hallway until they reach the upper ledge of the Operation Room. One of the agents should shoot the x-ray board to plunge the room into darkness while his teammate drops down to knock out the technician and the guard in the room. The agent still on the upper ledge should drop through the trapdoor to reach the small Camera Room and collect the videotape on the table he lands on. This completes the opportunity objective: "Recover the videotape of the monkey autopsy."

H The agents should exit the Operation Room through the north door in order to proceed toward the Main Lab. They should knock out the guard in the dark hallway, then one of the agents should hack the keypad on the door to the Main Lab Control Room while the other waits near the door to the Main Lab. After hacking the keypad, the agent should silently enter the Main Lab Control Room and knock out the sleeping guard in the chair. He should then press the red switch on the wall to open the door to the Main Lab so that his teammate can enter the room.

I The agent in the Main Lab should sneak behind both technicians and knock them out without being detected. He should then access the computer in the Main Lab's small office to complete the second primary objective: "Recover the viral protocol from the main laboratory." The agents should then exit the Main Lab and head through the door at the end of the hall to reach the stairs that lead up to the first level of the bunker.









STAGE 02: ATTAIN THE ANTI-VIRUS

A The agents should proceed up the stairs and navigate the hallways that follow to reach the Mini Lab, which is adjacent to the Monkey Room they passed through earlier. They should hack the keypad on the door and enter the Mini Lab. They should then hack the keypad on the Mini Lab Refrigerator's door and enter. The agents should consult their notes to see which blood serum sample they need to collect and then do so. This completes the third primary objective: "Acquire the appropriate chimpanzee blood serum needed for the antidote."

B The agents should return to the Operation Room and exit through the west door to proceed to the Cryogenic Chamber. They should knock out the guard in the hallway and then use their OCPs to get past the surveillance camera near the elevator without being detected. The agents should then enter the Cryotank, one agent at Station A and the other at Station B.

C The agents should consult their notes to review the viral protocol before attempting to mix the anti-virus. They should then follow the protocol to mix the anti-virus successfully. The anti-virus must be mixed quickly, and the agents must take turns as they add each ingredient.

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D After successfully mixing the anti-virus, the agents should exit the Cryotank and knock out the guard that enters the area via the nearby elevator. When moving to knock out the guard, the agents should be careful of the surveillance camera near the elevator. Afterwards, the agents should use the elevator to reach the bunker's first level.

E One of the agents should exit the elevator and take cover behind the crates in the hallway to the left. He should then fire a Sticky Camera at the far wall near the guard and quickly knock the guard out using the Sticky Camera's gas.

F The agents should enter the door near the now-unconscious guard to reach the storage room. One of the agents should climb to the top of the crates just inside the room and shoot the light on the far wall to create darkness. The agents should then sneak through the room and grab the two guards near the far door from behind. They should then simultaneously force the guards to use the retinal scanners near the door so they may proceed.

G The agents should exit the storage room and knock out the guard in the following hallway. They should then proceed through the door at the end of the hall to reach the upper level of the Cryogenic Chamber. The agents should shoot the light in the corner to create darkness so the guard on the opposite side of the room can't see them. They should then perform a Hangover COOP move at the top of the Cryotank so they may collect the anti-virus. This completes the fourth primary objective: "Retrieve a sample of the anti-virus from the Cryogenic Chamber."











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STAGE 03: ATTAIN THE VIRAL SAMPLE

A Next, the agents should perform a Tomoe Nage COOP move so that one of them is thrown over the Cryotank. The thrown agent should knock out the guard and then open the one-way door nearby so his teammate can join him. The agents should then proceed to the elevator and use it to travel down toward the Blue Room.

A



B



B When the elevator doors open, the agents should shoot the overhead light in the hall to create darkness. They should then proceed through the door to the left to enter the Blue Room. (Missile storage area.) The Blue Room should be completely dark because the agents shot the lights out when they first entered the bunker. If it isn't, the agents should shoot any remaining lights. The agents should then sneak about and knock out all of the guards and technicians in the room.

C After clearing the room of enemies, the agents should head through the east door, enter the Mechanic Room and use the nearby computer to learn how to operate the crane in the Blue Room. (The crane allows the agents to access one of the missiles.) Another email gives the agents the code to open the missile's warhead. (The code is 1961.) The third email tells the agents how to disable the safety mechanism to extract the virus. The agents should return to the Blue Room after reading these emails.

D One of the agents should enter the north Control Room and use the controls to operate the crane. The other agent should stand near the missile holder at the opposite side of the room and give his teammate directions to help him move the missile onto the holder.

E Once the missile has been placed on the holder, both agents should approach it. They should use code 1961 to open the missile's warhead. The agents must then simultaneously cut the two active wires to disarm the missile and remove the virus. They should use their Thermal Vision to detect the active wires. When both agents have found their active wires, they should cut them simultaneously to safely disarm the missile and extract the viral sample. This completes the fifth primary objective: "Retrieve a viral sample from one of the missiles."

C



D



E



STAGE 04: EXFILTRATE

A The agents should proceed through the open trapdoor in the Blue Room's floor and climb down the ladder to proceed. They should then navigate the sewer tunnels that follow until they climb a ladder and arrive at the Missile Boat Room. The agents should shoot the overhead lights in the Missile Boat Room to plunge the area into darkness. They should then sneak past the guards, knocking out the ones that get in their way as they head toward the extraction point—a small motor boat at the far side of the area.

A



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COOP XBOX/PC / 04: TRAIN STATION

[BRIEFING]

The agents' fourth and final mission is a dangerous one—they must infiltrate a series of underground subway stations to deactivate a number of bombs placed by terrorist radicals Kim and Chu. The trainees must work together to overcome the numerous obstacles that stand in their path and save Grand Central Station from destruction at the hands of the two fanatical madmen.

PRIMARY OBJECTIVE(S)

- [x] Figure out what Colonel Kim's real agenda is.
- [x] Deactivate the bombs under the train station.
- [x] Bug the telephone in the train station hall.
- [x] Get the antidote from the locker.
- [x] Eliminate the contaminated soldier in the Bathroom.
- [x] Stop Kim's men from leaving with the rest of the virus.

OPPORTUNITY OBJECTIVE(S)

- [x] Follow Chu to the locker.
- [x] Secure the chemical toxin in possession of the infected soldier.

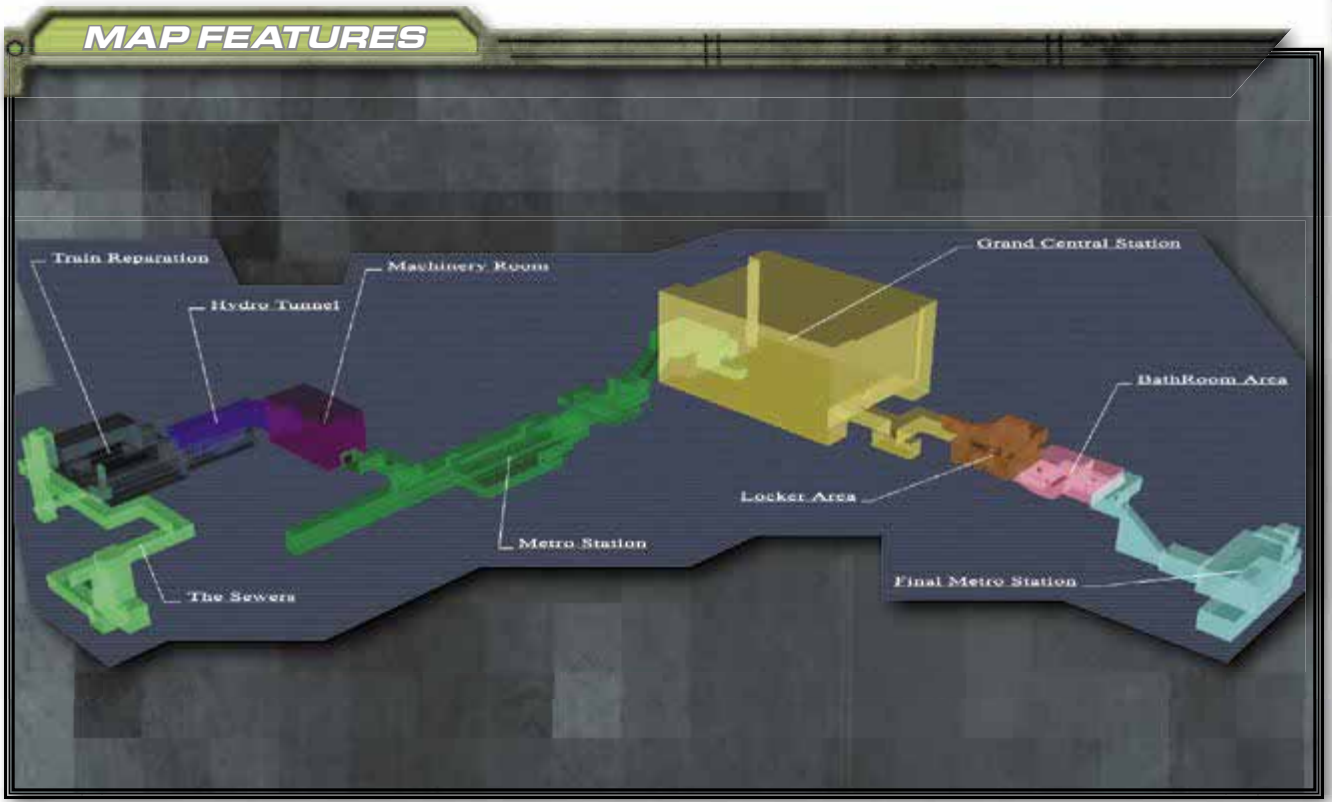
AGENT 1'S GEAR

SC-20K	60 ROUNDS	LAUNCHER ATTACHMENT	SC PISTOL	40 ROUNDS
STICKY CAMERA	x1		STICKY SHOCKER	x3
AIRFOIL ROUND	x3		FLASH GRENADE	x2
ADRENALIN SYRINGE	x1			

AGENT 2'S GEAR

SC-20K	60 ROUNDS	LAUNCHER ATTACHMENT	SC PISTOL	40 ROUNDS
STICKY CAMERA	x3		FRAG GRENADE	x2
ADRENALIN SYRINGE	x1			

MAP FEATURES



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STAGE 01: DISARM THE BOMBS











A Both agents should use the overhead pipe in the sewer tunnel to cross the gap ahead of the insertion point. They should knock out the first guard in the tunnel when he moves into the shadows. One of the agents should round the next corner and fire a Sticky Camera at the far wall. He should use the Sticky Camera's gas to knock out the second guard in the sewers. Both agents should then proceed through the tunnel, using another overhead pipe to get past the crates they encounter.

B The agents should climb up the shelves at the end of the tunnel and drop through the opening in the wall to reach the Train Reparation area. They should then shoot all of the lights (or throw objects at them) to plunge the area into darkness. The agents should then sneak about and knock out the guards in the area. Afterwards, one of the agents should use his OCP to deactivate the automatic machine gun turret on the train tracks so the other can run behind it and safely deactivate the weapon. The agents should then proceed through the door near the gun turret to reach the Hydro Tunnel area.

C The agents encounter the first set of bombs in the Hydro Tunnel. One of the agents should shoot the light on the far wall while the other stands near the bombs' laser beam and initiates a Tomoe Nage COOP move. Shooting the light causes a guard to investigate the area. The agents should complete the Tomoe Nage when the guard moves close to the laser beam so the thrown agent flies over the laser and collides with the guard, knocking him out. The agent should then knock out the other guard when he enters the area to check on his comrade.

D The agent that threw his partner across the laser beam should move to the bomb on the wall without touching the laser. The thrown agent should move through the nearby door and approach the matching bomb. Both agents must then deactivate the bombs by cutting the two live wires simultaneously. They can use Thermal Vision to find the live wires and must communicate with their partner to cut both wires at the same time.

E The agents should move to the opposite end of the train tunnel and perform a Boost COOP move followed by a Human Ladder to reach the ledge above. They should then proceed down the following ladder to reach a small room. One of the agents should use his OCP to disable the overhead light in the small room while the other opens the door ahead and creeps into the large Machine Room. After entering the room, the agent should quickly shoot the overhead light to plunge half of the Machine Room into darkness.



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F As the guards in the Machine Room move to investigate the broken light, both agents should sneak along the wall to their right, moving toward the second set of bombs at the far end of the room. Once the leading agent reaches the bomb on the right wall, he should sneak along the laser beam—without touching it—to reach the matching bomb.

Both agents should then disarm the bombs by cutting the live wires simultaneously as they did earlier. Afterwards, both agents should proceed through the hallway past the bombs to reach the Metro Station area.



G In the Metro Station area, one agent should creep through the shadows on the right side of the train while the other creeps along the narrow space on the left side of the train.

The agents should then disarm the third and final set of bombs they encounter. This completes the primary objective: "Deactivate the bombs under the train station." The agent on the right side of the train should then sneak through the shadowy train car and join his teammate on the left side of the train.



STAGE 02: BUG THE PHONE



A Both agents should sneak along the left side of the train until they reach the last car. They should then cross the tracks and sneak past the stationary guard to reach the stairs behind him.

The agents should move up the stairs and knock out the guard in the following hallway. One of the agents should use a Sticky Shocker to knock out the guard near the phone booths without being detected. The agents should then head up the following escalators, shooting the overhead light and the lit billboard as they go to create darkness at the top of the escalator.



B The agents should position themselves near the door of the small ticket booth they encounter past the escalators and perform a Boost COOP move so that one of them can reach the top of the booth. The agent should drop through the trapdoor and land on top of the guard in the ticket booth to knock him out. He should then open the booth's door so his teammate can join him. Both agents should then exit the booth through its other door and proceed down the hallway to reach Grand Central Station.



C The agents should move to the rear of the circular phone booth in the middle of Grand Central Station and perform a Boost COOP move followed by a Human Ladder so that they can reach the top of the booth. They should then move to the front of the booth and perform a Hangover COOP move to plant a bug on the phone. This completes the primary objective: "Bug the telephone in the train station hall."

After bugging the phone, the agents should wait and listen to the conversation between Chu and Colonel Kim to learn that one of Kim's men has accidentally infected himself with the virus and hidden himself in a bathroom further ahead. Kim asks Chu to go to the Locker Room, open locker 9201, retrieve the anti-virus from inside the locker and The agents also learn that the anti-virus is stored in locker 9201 inside the Locker Room.

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STAGE 03: KILL THE INFECTED GUARD

A The agents should carefully follow Chu to the locker room without being detected, silently knocking out the guards they encounter along the way. This completes the opportunity objective: "Follow Chu to the locker room." Once they reach the locker room, one of the agents should knock out Chu's bodyguard while the other grabs Chu from behind and interrogates him to learn the locker code. (The code is 0315.) One of the agents should then open the locker to inject himself with the anti-virus so that he may approach and eliminate the infected soldier in the bathroom. This completes the primary objective: "Get the antidote from the locker."

B The agents should exit the Locker Room through the double doors and knock out the guard in the following hallway. They should then proceed through the door marked "NY Transit Police" and knock out the guard in the next room. The agent that took the anti-virus from the locker should proceed through the next few doors until he reaches the Bathroom, where the infected soldier is located. The agent should sneak behind the vomiting soldier and stab him to complete the primary objective: "Eliminate the contaminated soldier in the Bathroom." He should then collect the vial from the ground to complete the opportunity objective: "Secure the chemical toxin in possession of the infected soldier."

C It's safe for the other agent to join his teammate in the Bathroom once the infected guard has been killed. The agents should perform a Boost COOP move followed by a Human Ladder to enter the opening in the Bathroom's ceiling. They should proceed through the duct and drop down the opening at the other end to reach the Final Metro Station area.







D One of the agents should creep down the following escalator, moving to knock out the guard at the bottom. As he moves toward the guard, the other agent should follow behind him with his Pistol drawn, ready to shoot the overhead lights. Both agents should wait until the far guard turns his back before they strike.

E The agents should shoot the remaining overhead lights and knock out the last two guards in the area. To complete the mission, the agents must simply jump onto the glass dome to smash through it and land on top of the subway train Kim's men are using to make their escape.





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VS. XBOX/PC 01: AQUARIUS

[BRIEFING]

The Aquarius oceanographical museum features several zones that encircle the central Tech Room. Each zone houses an objective for the spies to complete, and many of the halls and doorways leading between the different zones are protected by invisible lasers. Spies must complete three objectives to accomplish their mission.

SPY GOAL(S)

- ✓ Accomplish three out of five objectives to paralyze the communication network.

MERCENARY GOAL(S)

- ✓ Defend the objectives and neutralize the intruders.

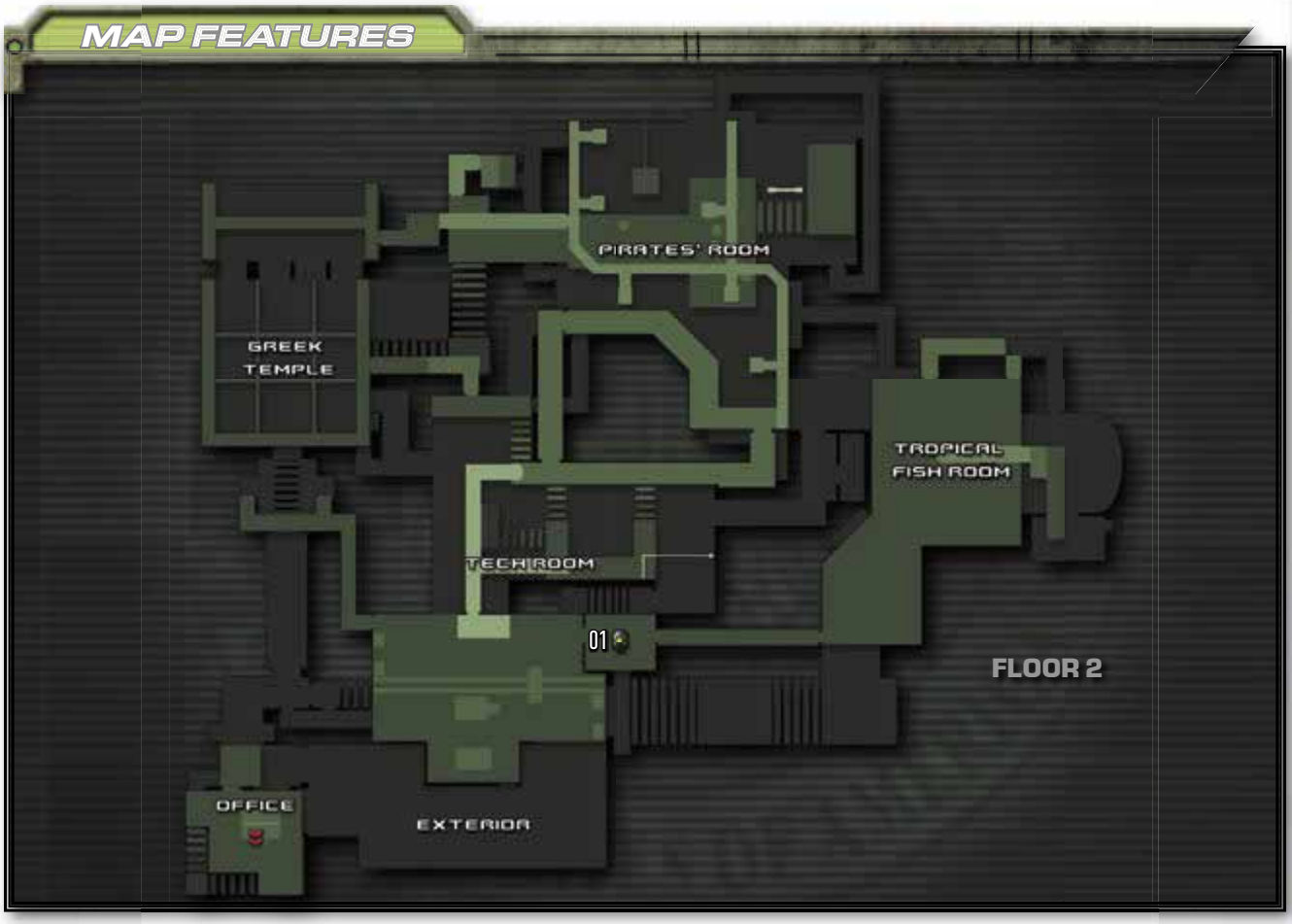
MAP FEATURES

01. Spy insertion point
02. Extraction Objective: Collect the hard disk and bring it to a Drop Zone to deactivate Aquarius' laser defense system.
03. Neutralization Objective: Complete the objective to open the access doors to the central Tech Room. (12 seconds.)
04. Neutralization Objective: Complete the objective to cause a light failure in the Pirates' Room. (12 seconds.)
05. Drop Zones for Extraction Objectives.
06. Bombing Objectives: Bomb any one of the four boilers to release steam into the Tech Room and complete the objective. (25 seconds each.)
07. Extraction Objective: Collect the hard disk and bring it to a Drop Zone to activate Aquarius' fire extinction system and complete the objective.
08. Health and Ammo stations.
09. Mercenary starting point.



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MAP FEATURES



SPY TIPS

- The Tech Room's security doors are sealed-off at the start of the game, but you can circle around the map without entering the Tech Room.
- Many of the halls, stairs and doorways of Aquarius are protected by invisible lasers. Make good use of your thermal vision and try to find alternate routes.
- The abundant amount of ventilation shafts allow you to sneak about without having to worry about the level's defense lasers. Use them frequently.
- COOP moves allow you to reach elevated areas of the map—teamwork can be very rewarding.
- Bombing the Tech Room fills it with steam, making it much easier to reach the Health Station found there without being detected.
- Completing the Extraction Objective found in the Office (#2 on the map) shuts off the entire laser defense system. This is highly beneficial, as there are no other passive defenses in the level.

MERCENARY TIPS

- The locked doors leading to the Tech Room automatically open for you, but the spies must complete an objective (#3 on the map) in order to open them.
- Cutting through the Tech Room allows you to quickly reach distant areas of the map. Use this to your advantage.
- Focus on defending the Tech Room and the Extraction Objective located in the Office—you don't want the spies to gain access to the Tech Room's Health Station or deactivate the laser defense system.
- Beware of the covered vents—destroying them opens helpful passages to the spies.







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VS. XBOX/PC 02: BANK

[BRIEFING]

The Bank has two major zones: the Vault Chamber and the Gold Reserve. Spies must complete one of the four Neutralization Objectives in the Vault Chamber in order to access the Gold Reserve. They must then complete one of the three Neutralization Objectives in the Gold Reserve to accomplish their mission.

SPY GOAL(S)

- ✓ Complete two mission objectives to block financial resources.

MERCENARY GOAL(S)

- ✓ Defend the objectives and neutralize the intruders.

MAP FEATURES

01. Spy insertion point.
02. Control Panel: Hack this control panel to shut off the lights in the Vault Chamber. (5 seconds.)
03. Control Panel: Hack this control panel to activate a jammer, which disrupts the effectiveness of the mercenaries' EMF Vision. (5 seconds.)
04. Neutralization Objectives: Completing any one of these objectives allows the spies to access the Gold Reserve. (12 seconds each.)
05. Health Stations.
06. Ammo Stations.
07. Control Panel: Hack this control panel to shut off the lights in the Gold Reserve. (5 seconds.)
08. Control Panel: Hack this control panel to open the gates in the Gold Reserve and create new passages. (5 seconds.)
09. Neutralization Objectives: Spies must complete any one of these objectives to claim victory. (12 seconds each.)
10. Mercenary starting point. (Health and Ammo Stations.)



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MAP FEATURES



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MAP FEATURES



SPY TIPS

- Focus on hacking the control panels in the Tech Room and Safe Deposit Room before you move to complete your objectives. This makes reaching the objectives much easier.
- Hack the two control panels in the Tech Room to gain an advantage in the Vault Chamber. Shutting off the Vault Chamber's lights makes it much easier to move about undetected.
- Hack the two control panels in the Safe Deposit Room to gain an advantage in the Gold Reserve as well. You'll open the gates in the Gold Reserve and shut off the lights, creating pathways you can move through in the cover of darkness.
- The Bank doesn't feature many passive defenses, but watch out for mercenary Wall Mines and Spy Traps.
- Remember: you only need to complete one of the Neutralization Objectives in the Vault Chamber and Gold Reserve to win.

MERCENARY TIPS

- Spies can't pass through the locked security doors, but you can—use them to quickly move through the Bank and get the drop on the intruders.
- The Bank doesn't have many passive defenses, so make good use of your Wall Mines and Spy Traps. Place them near objectives and control panels.
- The spies must infiltrate the Vault Chamber before they can move onto the Gold Reserve, so you always know where to expect them. Place traps near the objectives in the Vault Chamber, then move to defend the Tech Room's pair of control panels. If the spies are somehow able to shut off the lights in the Vault Chamber, that only makes your traps tougher for them to notice.
- If the spies manage to complete one of the objectives in the Vault Chamber, you know they're heading for the Gold Reserve next. Focus on defending the objectives in the Gold Reserve and the control panels in the Safe Deposit Room as well. Set traps in hard-to-spot locations and don't let your guard down.







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VS. XBOX/PC 03: CLUB HOUSE

[BRIEFING]

The Club House features six objectives spread out evenly between its two floors. Spies must complete four of these objectives to accomplish their mission.

SPY GOAL(S)

Reach four of the six mission objectives to put a stop to the network hacking.

MERCENARY GOAL(S)

Defend the objectives and neutralize the intruders.

MAP FEATURES

01. Spy insertion point.
02. Ammo Stations.
03. Neutralization Objectives. (10 seconds each.)
04. Health and Ammo Stations.
05. Control Panel: Hack this control panel to destroy all of the electrical boxes in the Club House and create new passages. (5 seconds.)
06. Neutralization Objectives. (15 seconds each.)
07. Control Panel: Hack this control panel to open the glass roof above the Garden and create new passages. (5 seconds.)
08. Health Stations.
09. Control Panel: Hack this control panel to destroy all of the high pressure steam pipes in the Club House and create new passages. (6 seconds.)
10. Mercenary starting point.



MAP FEATURES



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SPY TIPS

- The interior of the Club House features many passive defenses, such as lasers and surveillance cameras. It's best to find alternate methods of infiltration.
- Shoot the small electrical boxes on the walls of the second floor's hallway to open secret passages into the ceilings of the Team Room and the Lunch Room. You can also destroy all of the electrical boxes at once by hacking the control panel in the Hall (#5 on the map.)
- The Tea Room and the Lunch Room are both protected by invisible lasers. You can bypass the lasers using the secret passages in the ceilings.
- The security door leading into the Sauna and the Jacuzzi is monitored by a surveillance camera. Don't risk using the door—instead, shoot the small high-pressure steam pipes on the wall of the first floor's hallway to open secret passages into both rooms. You can also destroy all of the steam pipes at once by hacking the control panel in the Garden (#9 on the map.)
- You can destroy the high-pressure steam pipes along the base of the walkways in the Sauna and the Jacuzzi rooms to create quick escape routes through the floor.
- Once you're sneaking about below the Sauna, you can covertly access the Tea Room and the Lunch Room with ease. Find the vertical pipe that leads out to the side of the building, then go through either of the open windows. (The taller window requires a COOP move to reach and brings you to a secret passage in the Tea Room's ceiling.)

MERCENARY TIPS

- The security doors in the Club House automatically open for you, allowing you to quickly investigate the different zones.
- The elevators help you quickly move between floors to investigate disturbances.
- Due to the high number of passive defenses in the Club House, you can expect the spies to use indirect infiltration methods. Place Wall Mines and Spy Traps near poles, ladders, duct entrances and other secret access points to catch the intruders off-guard.
- The spies must complete four objectives to accomplish their mission. Since both floors of the Club House feature three objectives, you can focus on defending just one of the floors if you like. The second floor is ideal, as its Health and Ammo Stations within easy reach. (#4 on the map.)





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VS. XBOX/PC 04: DEFTECH-BELEW

[BRIEFING]

DefTech-Belew is comprised of three buildings—each one features a different type of objective. Spies must either hack the control panels near each building's entrance in order to gain access or find alternate access routes. Two of the three objectives must be completed for the spies to accomplish their mission.

SPY GOAL(S)

- ☑ Accomplish two of the three objectives to stop supplies.

MERCENARY GOAL(S)

- ☑ Defend the objectives and neutralize the intruders.

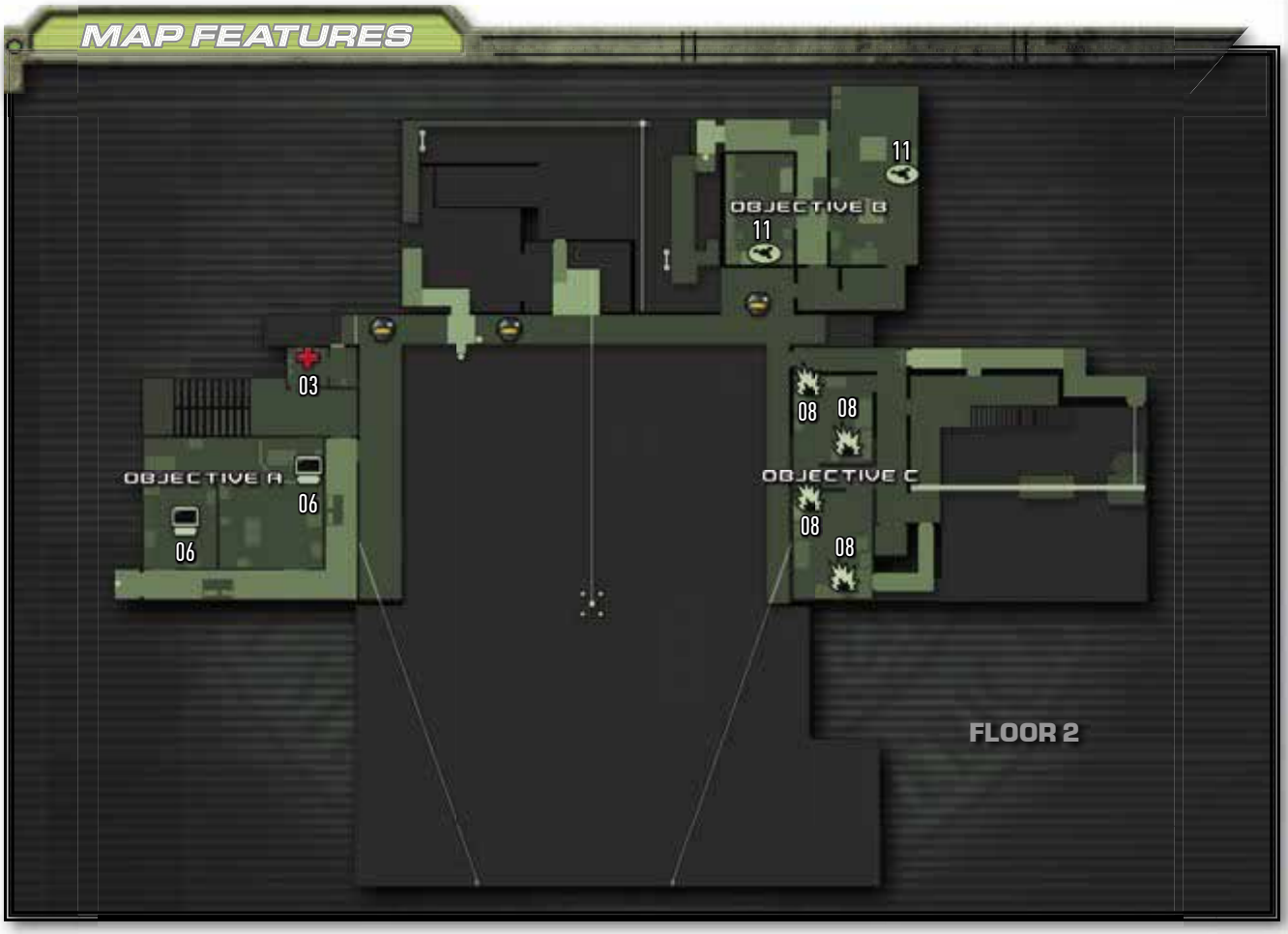
MAP FEATURES

01. Spy insertion point.
02. Drop Zones for Extraction Objectives.
03. Health Stations.
04. Ammo Stations.
05. Control Panel: Hack into this control panel to cut the lights in Building A. (5 seconds.)
06. Neutralization Objectives: Complete either one of the objectives to move closer to victory. (12 seconds each.)
07. Control Panel: Hack this control panel to use the nearby elevator and quickly move between the upper and lower floors of Building C. (5 seconds.)
08. Bombing Objectives: Bomb any one of the four possible sites to complete the objective. (25 seconds each.)
09. Control Panel: Hack this control panel to use the nearby elevator and quickly move between the upper and lower floors of Building B.
10. Control Panel: Hack this control panel to cut off the lights in Building B. (5 seconds.)
11. Extraction Objectives: Collect one of the hard disks from either server and bring it to a Drop Zone to complete the objective.
12. Mercenary starting point.



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MAP FEATURES



SPY TIPS

- There's a secret underground passage from the Spy Insertion Point to the central area. Check the ground near the wall on the west side of the Spy Insertion Point.
- You can hack the control panels near the entrances of each building to gain access. You're exposed while doing this, so use the Thermoptic Camouflage Suit to reduce the odds of being spotted by a mercenary.
- The interiors of Buildings A, B and C are defended by motion detectors and surveillance cameras. There are no passive defenses to worry about in the central outdoor area.
- There's a secret entrance into Building A. Use the pole on the north side of the building to gain access to an open window.
- The secret passage in the southwest corner of Building A can help you quickly reach its second floor. Climb the pole to reach a secret passage in the second floor's ceiling.
- There's a secret entrance into Building B. Climb the pole attached to the tall light tower in the central outdoor area and then use the zip line. You're exposed while climbing the light tower, so activate the Thermoptic Camouflage Suit before you climb to reduce the odds of being spotted by a mercenary.
- There's a secret entrance into Building C. Climb over the fence on the north side of the building and drop into the opening in the ground.
- The elevators in Buildings B and C can help you move between floors with less hassle.
- You can exit the buildings through their security doors, but you cannot enter through them.

MERCENARY TIPS

- At the start of the game, the spies must either climb the wall or use the underground passage to reach the central area from the Spy Insertion Point. Place traps near these areas and make the spies pay for crossing the wall.
- The high number of passive defenses within each building works in your favor, but don't rely too heavily on them. Seasoned spies will know how to get past them without being detected.
- Use the central outdoor area as your base of operations. You can quickly access all three buildings from this area, and there are several Health and Ammo Stations at your disposal.
- Expect the spies to use the secret entrances to access each building. Place traps near these locations and check on them regularly.
- The Bombing Objective in Building C is tough for spies to complete, so expect them to go for the other two objectives instead.
- You can't follow the spies to their insertion point where the Drop Zones are located, so don't let them escape the central area if they've claimed the hard disk from the Extraction Objective in Building B.
- If you see a spy return to the Spy Insertion Point, you know he has to come back again at some point. Find a spot to camp and punish the spy when he emerges.

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VS. XBOX/PC 05: FACTORY

[BRIEFING]

The Factory features eight Neutralization Objectives spread out between four zones. Only three must be completed for the spies to accomplish their mission.

SPY GOAL(S)

- ✓ Attain three of the eight objectives by deactivating the terminals.

MERCENARY GOAL(S)

- ✓ Defend the objectives and neutralize the intruders.

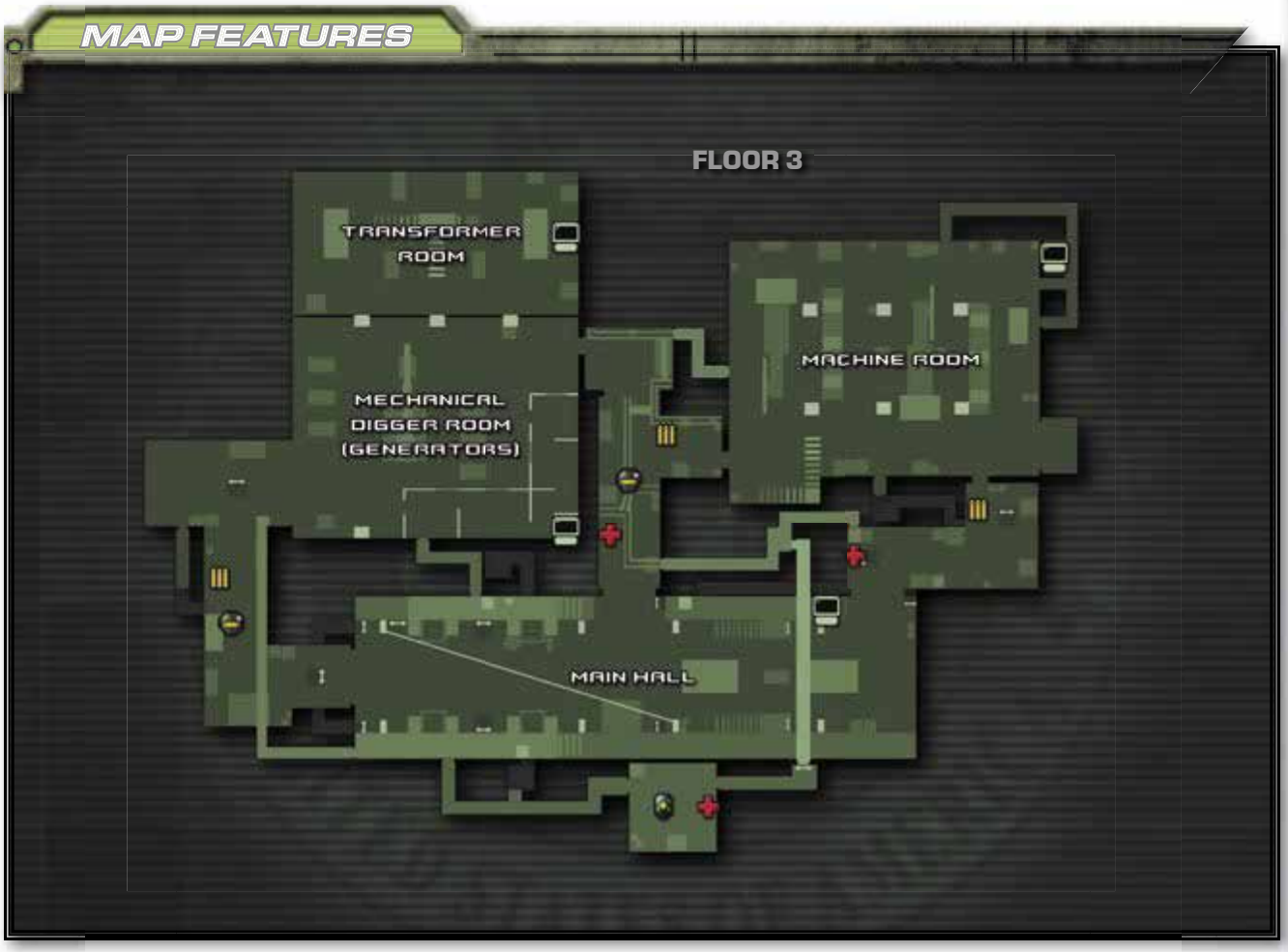
MAP FEATURES

01. Spy insertion point.
02. Health Stations.
03. Neutralization Objectives. (15 seconds each.)
04. Ammo Stations.
05. Mechanical Digger: Activate the digger to gain access to the Transformer Room.
06. Switch: Press the switch to cause the nearby suspended steel crate to fall, which crushes anyone caught below.
07. Neutralization Objectives—COOP moves required to reach. (15 seconds each.)
08. Mercenary starting point and Ammo Station.



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MAP FEATURES



SPY TIPS

- The abundance of ducts and secret passages in the Factory enable you to infiltrate each zone without exposing yourself to much risk. The high number of passive defenses (lasers and surveillance cameras) still keeps things interesting, though.
- Watch out for lasers near objectives—some are even placed on the ceilings above them.
- There are loads of surveillance cameras in the Factory's corridors, so keep out of them whenever possible.
- You can travel through Corridor A without being detected if you use the ceiling vent.
- You can travel through Corridor B without being detected if you use the pipes and wooden planks along the ceiling.
- You can exit the Main Hall using its pair of large steel doors, but you cannot enter the Main Hall through them.
- The Machine Room is dangerous due to its high number of explosive barrels. If a mercenary destroys one of the barrels, the whole room blows up—along with its occupants.
- The rotten wooden boards in the Factory can be destroyed with a blast from your Sticky Shocker, granting you access to areas you couldn't reach otherwise.
- Activate the digger in the Mechanical Digger Room to gain access to the objectives in the Transformer Room.
- Three of the Factory's objectives can only be reach using COOP moves. Sticking close to your partner can give you a tactical advantage.

MERCENARY TIPS

- The Factory has a strong passive defense system of lasers and surveillance cameras, ensuring that spies will use the variety of hidden passages to move about. Set Wall Mines and Spy Traps near openings in the walls and floors of the Factory to slow their progress.
- Most of the Factory's objectives are defended by lasers, so don't bother setting too many traps around them. Place your devices near entrances to secret passages and other areas of interest to the spy instead.
- The darkness of the Mechanical Digger Room makes it an ideal spot to set some traps.
- Destroy one of the barrels in the Machine Room if you see a spy enter—the resulting chain reaction kills everyone in the room. Just make sure your teammate isn't inside!
- The pair of steel doors leading to and from the Main Hall automatically open for you. Use them as needed to quickly move about the map.
- There are no passive defenses in the Transformer Room. If the spies gain access, be sure to guard it well.

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VS. XBOX/PC 06: MISSILE STRIKE

[BRIEFING]

Missile Strike takes place at a disused bunker which houses a missile silo. The spies must complete six different objectives in three successive zones in order to sabotage the missile launch and accomplish their mission.

SPY GOAL(S)

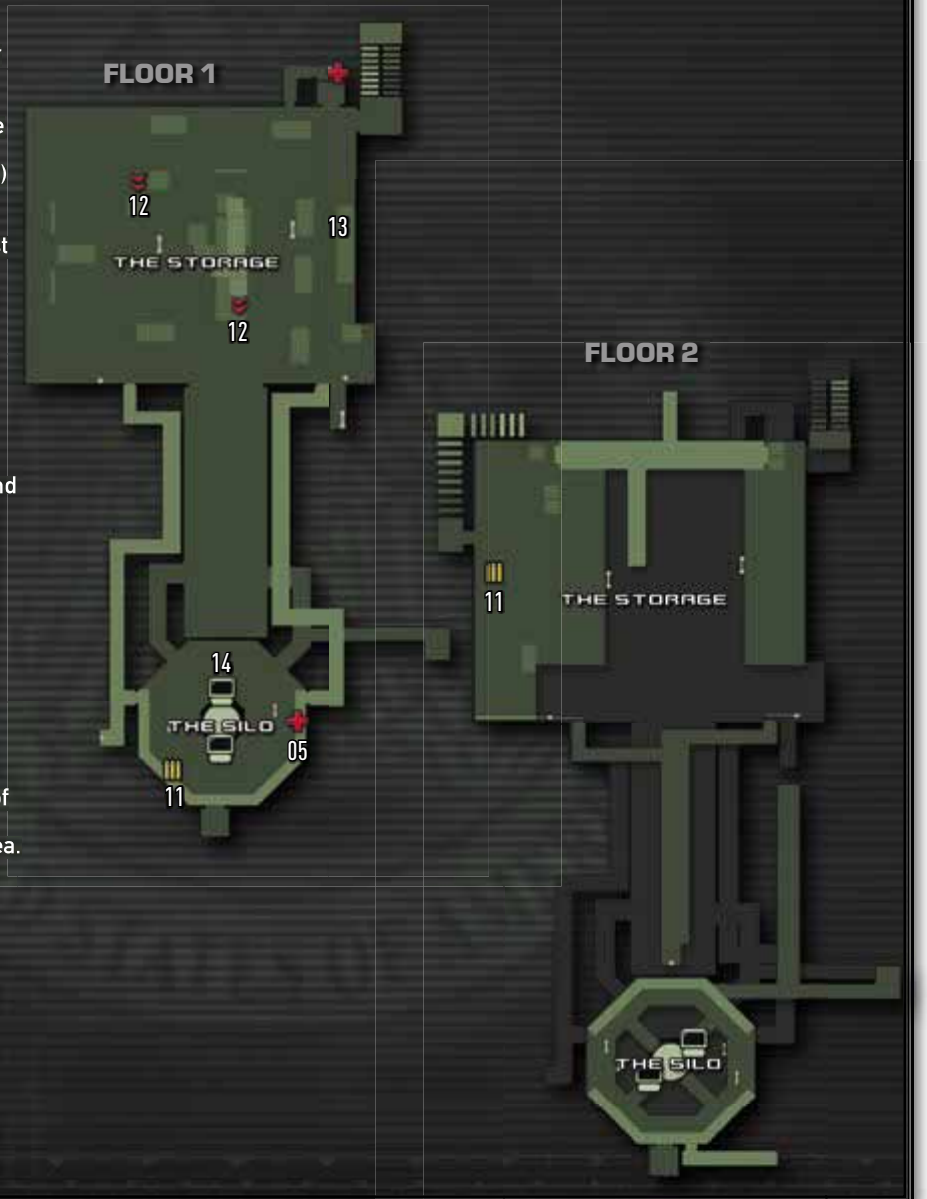
- ✓ Accomplish the objectives to paralyze the missile.

MERCENARY GOAL(S)

- ✓ Defend the objectives and neutralize the intruders.

MAP FEATURES

01. Spy insertion point.
02. Control Panel: Hack this control panel to open the door to the East Bunker. The door remains open afterward. (11 seconds.)
03. Bombing Objectives: Bomb either the East or the West Bunker's electrical panel to stop the ventilators. This allows you to use the ventilation shafts to reach the following zone. (16 seconds each.)
04. Control Panel: Hack this control panel to open the door to the West Bunker. The door remains open afterward. (11 seconds.)
05. Health Station.
06. Health and Ammo Stations.
07. Control Panel: Hack this control panel to cut the lights in the corridor that connects the East and West Bunkers. (4 seconds.)
08. Control Panel: Hack this control panel to open the hatches of the central ventilation shaft. (4 seconds.)
09. Neutralization Objective: You can complete this objective instead of bombing one of the two Bunkers' electrical panels.
10. Extraction Objectives: Bring two of the Life Zone's four hard disks to the Drop Zones in the Storage area. Completing this objective allows you to proceed to the Silo area.
11. Ammo Stations.
12. Drop Zones for Extraction Objectives.
13. Control Panel: Hack this control panel to shut off the lights in the Storage area. (4 seconds.)
14. Neutralization Objectives: Complete three of the six available objectives to paralyze the missile and complete your mission. (2 seconds each.)
15. Mercenary starting point.



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MAP FEATURES



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SPY TIPS

- There are no passive defenses to worry about in Missile Strike. Watch out for any Wall Mines or Spy Traps the mercenaries may have placed, though.
- Besides the connecting corridor, there are also secret passages through the walls that connect the two Bunkers.
- You can sneak into the central ventilation shaft without hacking the control panel—use the pole in the connecting corridor between the East and West Bunkers.
- After stealing a hard disk from one of the four Extraction Objectives in the Life Zone, use one of the secret passages from the Life Zone to reach the Drop Zones in the Storage area.
- You can shut off the generator that powers the lights in the storage area by hacking the control panel on the north wall. (#13 on the map). Be warned that if you shut off the noisy generator, your footfalls will become easier for mercenaries to hear.
- After you drop off the second hard disk and complete the Extraction Objective, it takes some time for the gate to the Silo area to open. Hide in the Storage area and watch out for the mercenaries, who are sure to swarm in.
- There are several secret passages leading into and around the Silo. Use them and stay off the metal walkways as much as possible.
- You can perform COOP moves instead of climbing the ladders to reach the different levels of the Silo a bit faster.

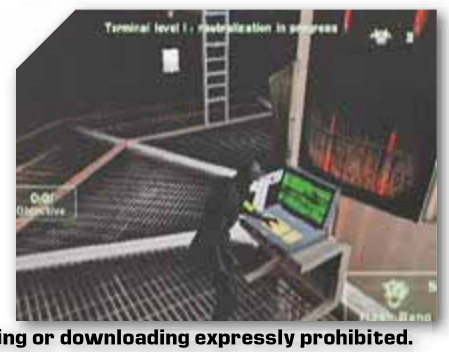
MERCENARY TIPS

- As there are no passive defense systems in Missile Strike, make good use of your Wall Mines and Spy Traps. Place them near the objectives and secret passages. The dark Storage area is a good place for your traps, as the spies must eventually reach the Drop Zones there.
- You can shoot at the thick pipes on the ceilings to release toxic gas. The gas only hurts spies and never stops shooting out from the pipe.
- All security doors automatically open for you, allowing you to move through the complex with speed. However, you're restricted to certain zones at first. (You can't access the Life Zone, Storage or Silo areas until the spies are able to do so as well.)
- The complex's elevators can help you move between floors more rapidly. The elevator in the Silo area can be particularly useful.
- Don't shoot carelessly in rooms that feature closed vents—bullets and explosions can blow the vents open and create new passages for spies.
- The spies must move successively from one zone to the next, so you always have a general idea of where to expect them to pop out. Stay alert and set up sound tactical defenses using Wall Mines and Spy Traps.









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VS. XBOX/PC 07: MUSEUM

[BRIEFING]

The Museum is made up of five zones connected by a series of corridors. Five different objectives are scattered about in the Museum. Spies must complete three of the five available objectives in order to accomplish their mission.

SPY GOAL(S)

Accomplish the objectives to paralyze the missile.

MERCENARY GOAL(S)

Defend the objectives and neutralize the intruders.

MAP FEATURES

01. Spy insertion point.
02. Drop Zones for Extraction Objectives.
03. Ammo Stations.
04. Neutralization Objectives. (15 seconds each.)
05. Bombing Objectives: Bomb any one of the five possible sites in the Exhibition Room to accomplish the objective. (25 seconds each.)
06. Health Stations.
07. Extraction Objective: Steal the hard disk and bring it to one of the two Drop Zones near the Café to complete the objective.
08. Bombing Objectives: Bomb any one of the five possible sites in the Monolith Room to accomplish the objective. (25 seconds each.)
09. Mercenary starting point.



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MAP FEATURES



SPY TIPS

- The Museum is under heavy construction and features very few passive defenses. It's an ideal setup for successful infiltration.
- You can take secret passages from the roof to enter the Café unnoticed.
- The Museum's security doors automatically open for you, but you should try to take advantage of the numerous secret passages when possible.
- The two objectives in the Café are protected by lasers.
- You can take secret passages through the Café's walls to reach the Museum's central corridors without using the main doors.
- You can also sneak through the Café's ceiling to reach the corridors.
- Climb the construction shelves in the corridors to reach a hidden passage leading into the Storeroom.
- Climb the construction shelves in the Exhibition Room to reach a secret passage leading toward the Café.
- Another secret passage in the Exhibition Room takes you to the staircases leading toward the Storeroom.
- The vents in the staircase lead into the Exhibition Room and the Storeroom.
- The Extraction Objective in the Storeroom is protected by lasers.
- One of the secret passages in the Storeroom leads to the staircase. The other leads to the corridors near the elevator. You can cross the ceiling of the Storeroom using the steel beams.
- The Monolith Room features several hidden passages. There are also a couple of zip lines you can use from the top floor to quickly reach the bottom.
- You can cut across the ceiling of the Monolith Room using the steel beams. This lets you access the secret passages at either side of the room.

MERCENARY TIPS

- The small amount of passive defenses in the Museum means you need to set Wall Mines and Spy Traps to slow the spies down. The interior of the Café and the Drop Zones nearby are good spots for traps.
- There are loads of secret passages in the Museum. Set traps near them to catch the spies off-guard.
- Keep a careful watch over the Café. The two Neutralization Objectives there are easy for the spies to complete compared to the Bombing objectives, and the Drop Zones for the Storeroom's Extraction Objective are located near the Café as well.
- Use the Café as your base of operations. The nearby Health and Ammo stations make it an ideal place for you to fall back to.
- Expect the spies to place bombs in the Exhibition and Monolith Rooms, hoping to draw your attention away from the Café. Don't fall for it—make sure the Café is protected at all times. Even if they succeed in bombing both locations, they must still visit the Café in order to complete their third objective.
- The spies may try to enter the Café unnoticed through its ceiling, so be on your guard.

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VS. XBOX/PC 08: ORPHANAGE

[BRIEFING]

The Orphanage features three different sets of objectives on each of its three floors. Spies must fulfill one of the objectives on the first floor to gain access to the objectives on the second, and so on. Their final task is to nab a hard disk from one of the Extraction Objectives on the third floor of the Orphanage and bring it to the Drop Zone near their insertion point, thereby accomplishing their mission.

SPY GOAL(S)

- ☑ Reach the three mission objectives.

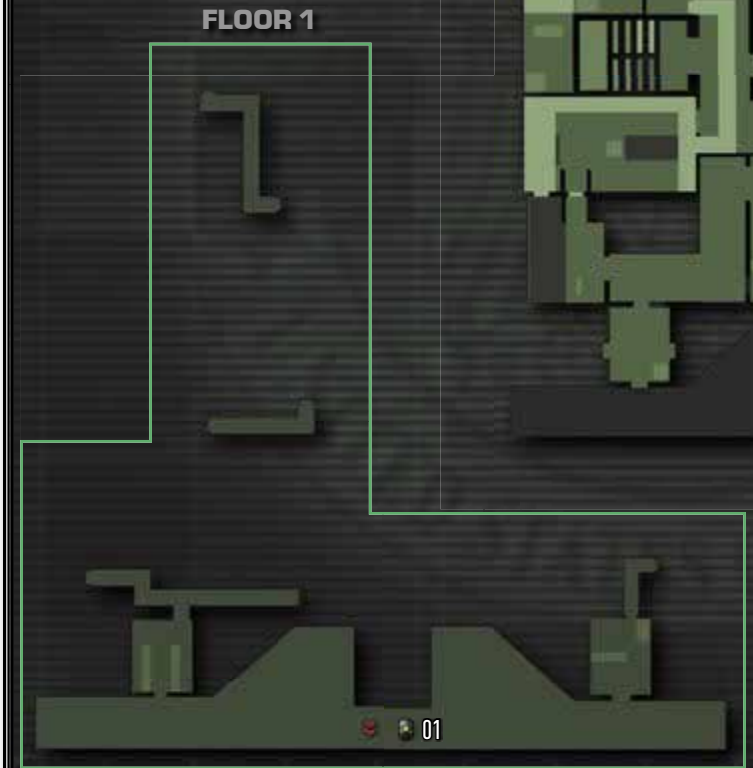
MERCENARY GOAL(S)

- ☑ Defend the objectives and neutralize the intruders.

MAP FEATURES

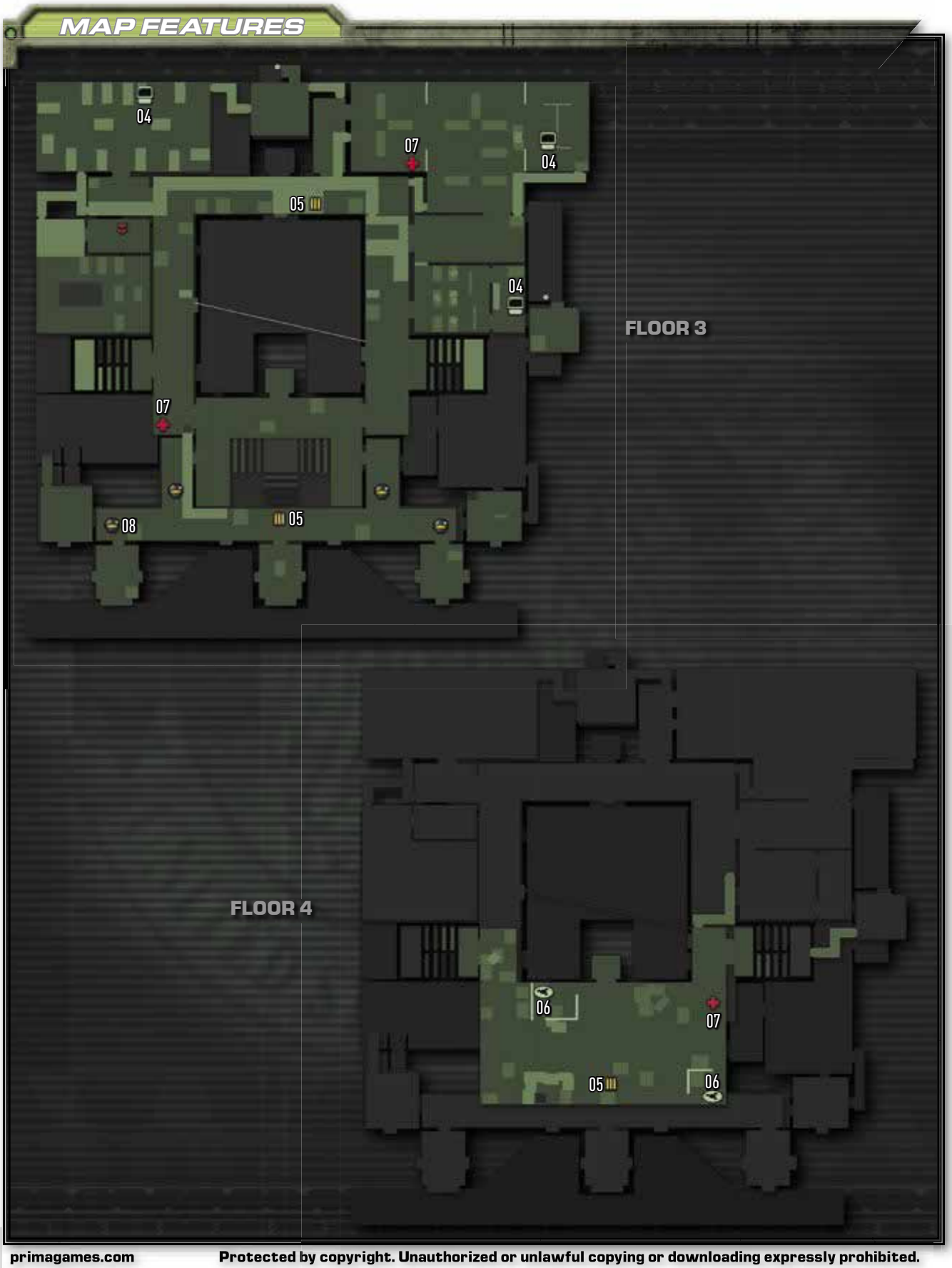
01. Spy insertion point.
02. Drop Zone for Extraction Objectives.
03. Bombing Objectives: Bomb any one of the three generators to gain access to deactivate the electric doors and gain access to your next set of objectives. (15 seconds each.)
04. Neutralization Objectives: Complete any one of the three possible objectives to open the ceiling vents and security doors, granting you access to the final set of objectives. (13 seconds each.
05. Ammo Stations.
06. Extraction Objectives: Bring one of the hard disks to the Drop Zone near your insertion point to complete the objective and accomplish your mission.
07. Health Stations.
08. Mercenary starting point.





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MAP FEATURES



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MAP FEATURES



SPY TIPS

- You begin outside the Orphanage. As you make your approach, watch out for the numerous motion detectors that have been placed on the trees near the building.
- You can enter the orphanage in a variety of ways. To reach the first floor, either crawl into the basement or jump over the outside railings. You can access the second floor by performing COOP moves in front of the doors at either side of the building, or by climbing up the poles near the middle of the building and shimmying across to reach one of the second floor's balconies.
- The Orphanage features all three types of passive defenses—lasers, cameras and motion detectors. Lasers and motion detectors are mainly found in doorways and near entrances to secret passages through walls. Cameras are stationed near the elevators and around a few of the objectives. Stay alert and proceed with caution.
- Watch out for empty tin cans on the floor in the Orphanage—kicking them creates noise that can betray your presence.
- Bombing the generator in the storage room blows a hole in the wall, creating a new passage to the second floor.
- Bombing the generator in the laundry room blows a hole through the ceiling, also creating a new passage to the second floor.
- There are secret passages in the ceilings of the second floor's hallways. Use them to move about the second floor undetected. Once you've completed one of the Neutralization Objectives, you can reach the attic using the ceiling passages.
- The attic is dangerous due to its tight spaces and the fact that the mercenaries will no doubt be guarding it. After stealing one of the hard disks, quickly exit the attic through the vent that leads to the second floor's ceiling passages. This often gives you the best chance of sneaking out of the Orphanage undetected.
- The spy that isn't carrying the hard disk to the Drop Zone should try to trick the mercenaries into chasing after him, drawing their attention away from the spy that needs to make the drop. Trigger alarms and then move away to keep the mercenaries guessing.

MERCENARY TIPS

- If you're using the Assault Gun, try to snipe the spies from windows of the orphanage as they approach the building. The motion detectors in the courtyard can help you identify to their path of infiltration.
- The interior of the Orphanage features a fairly strong passive defense system, but seasoned spies will know how to avoid these devices. Set additional traps near objectives and also at entrances to secret passages, which the spies are likely to use.
- The elevators can help you move between floors to investigate disturbances quickly. You can't access it until the spies complete one of the Bombing Objectives on the first floor, however.
- Since the spies must complete their objectives in order, you have the advantage of knowing when and where to expect them. Coordinate with your teammate to keep the Orphanage on lockdown.
- Should the spies gain access to the attic, you need to stop them from stealing the hard disk at all costs. Set traps all around the attic, especially near the vent the spies can use to sneak in and out.
- You can't follow the spies out of the Orphanage once they have the disk, so try to stop them before they can escape. Should they manage to get past you, try to shoot them from the windows of the Orphanage as they dash toward the Drop Zone.

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VS. XBOX/PC 09: RIVER MALL

[BRIEFING]

The River Mall shopping center consists of two major zones: the Reception hall and the Hi-fi store. Five Neutralization Objectives are spread throughout the River Mall. Spies must complete three of the five objectives in order to accomplish their mission.

SPY GOAL(S)

- [] Deactivate three out of five terminals to prevent the computer viruses from spreading.

MERCENARY GOAL(S)

- [] Defend the objectives and neutralize the intruders.

MAP FEATURES

01. Spy insertion point.
02. Neutralization Objectives. (12 seconds each.)
03. Health Station.
04. Control Panel: Hack this control panel to shut off the ventilation fans in the mall and create new passages. (2 seconds.)
05. Control Panel: Hack this control panel to shut off the waterfall lights. (2 seconds.)
06. Health and Ammo Stations.
07. Health Station and Control Panel: Hack this control panel to disable the surveillance camera system in the mall. (2 seconds.)
08. Control Panel: Hack this control panel to close the curtain in front of the Hi-fi store's window, darkening the area.
09. Ammo Station and Mercenary starting point.



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MAP FEATURES



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SPY TIPS

- There are several ways to infiltrate the River Mall from the main ventilation shaft near the insertion point. Explore your options.
- Each Neutralization Objective is protected by a pair of ceiling lasers. Disable them before you approach.
- If you hack the control panels in the mall to facilitate your infiltration (#s 4, 5, 7 and 8 on the map), know that the mercenaries can repair them.
- There are loads of surveillance cameras in the Hi-fi store. You can disable the mall's entire camera system by hacking the control panel near the stairs to the Offices. (#7 on the map.)
- The high number of secret passages in the mall allow you to move from one area to the next without exposing yourself.

MERCENARY TIPS

- The security room allows you to quickly check on the status of the mall's defense functions. You can see if the spies have hacked a control panel and then move to repair it.
- There are a number of passive defenses in the mall, but there's always room for more. Setting traps near objectives and access points helps slow the spies down.
- The security doors automatically open for you, allowing you to move freely through the mall. Use them to your advantage—particularly the ones between the Hi-fi store and the Offices.
- Focus on defending the two objectives in the Hi-fi store and the one in the Offices. If the spies manage to complete the two objectives in the Reception hall, they'll still need one more to win.
- The hard wooden floors of the Hi-fi store heighten the sound of your footfalls. Move slowly when you don't want to reveal your presence.









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VS. XBOX/PC 10: STATION

[BRIEFING]

Station is set at a railroad depot in the middle of the night. Spies must first infiltrate two zones in succession, completing one of the objectives in the first zone before they can move onto the next. The spies must then complete one of the objectives in the Train Maintenance area in order to accomplish their mission.

SPY GOAL(S)

- [x] Reach the 2 mission objectives to put a stop to the network hacking.

MERCENARY GOAL(S)

- [x] Defend the objectives and neutralize the intruders.

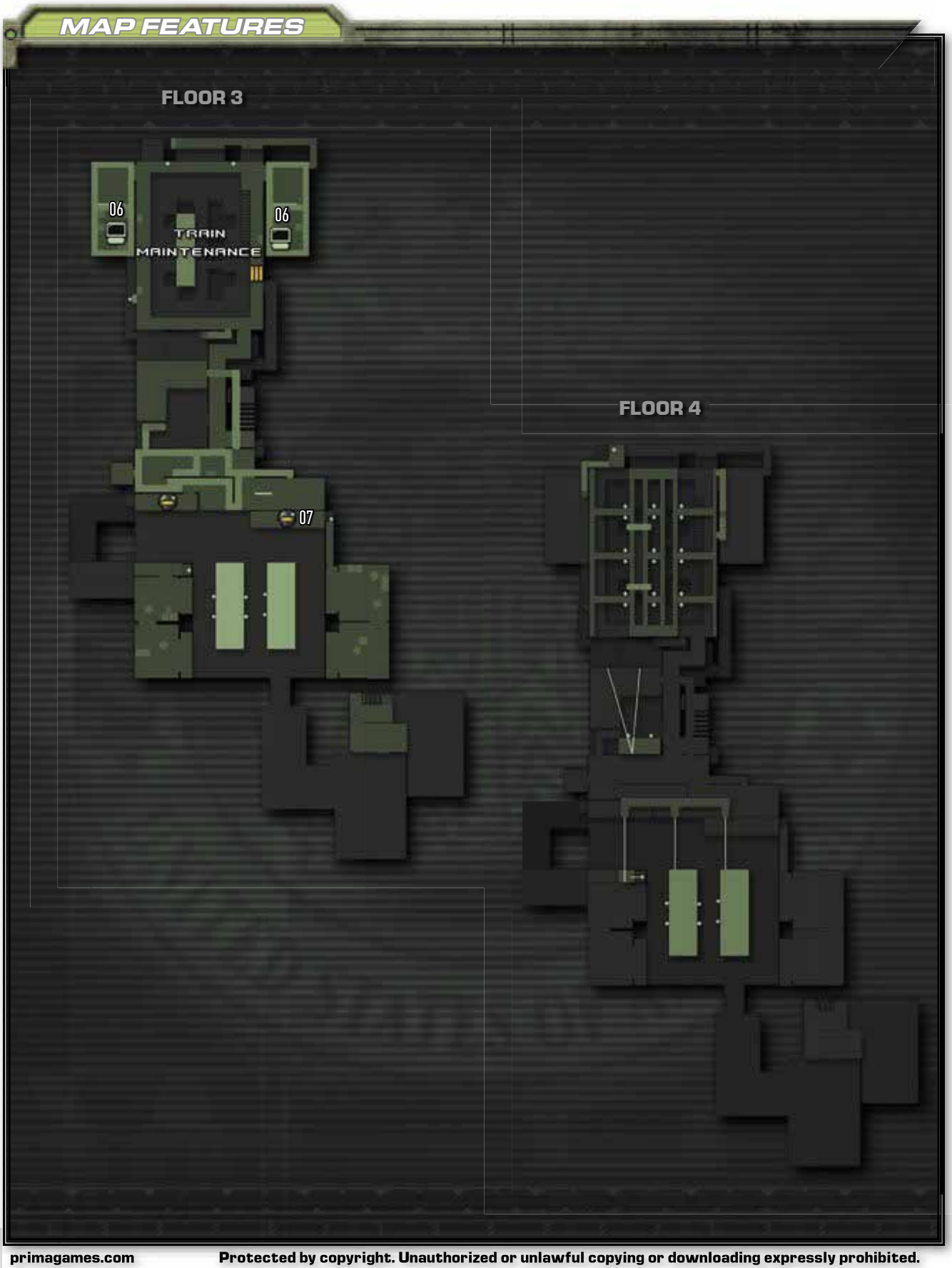
MAP FEATURES

01. Spy insertion point.
02. Ammo Station.
03. Health Station.
04. Bombing Objectives: Bomb any one of these sites to gain access to the Train Maintenance area. (25 seconds each.)
05. Health Stations and Neutralization Objectives: Complete either of these objectives to gain access to the Train Maintenance area. (10 seconds.)
06. Neutralization Objectives: Complete any one of these objectives to win the game. (12 seconds each.)
07. Mercenary starting point.



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MAP FEATURES



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SPY TIPS

- While the mercenaries can't access the Alleys area, they can rain bullets and grenades down on you. Use the surrounding pipes and shadows to make it tough for them to track you.
- The Thermoptic Camouflage Suit is a great advantage in the Alleys area. Use it when you move out of the shadows to reduce the odds of being spotted by the mercenaries.
- Don't hack the control panels near the gates that lead into the Control Rooms—the mercenaries will become alerted if you do. Use more discrete methods of infiltration, like the nearby ceiling vents.
- Try sneaking along the ceilings of the Car Park and Control Rooms to avoid being seen by the mercenaries.
- You must either complete the Bombing Objective in the Car Park or fulfill one of the Neutralization Objectives in the Control Rooms to gain access to the Train Maintenance area.
- The Bombing Objective is tougher to pull off, but the rewards are greater—additional secret passages are created in the ground of the Train Maintenance area, which can help you elude the mercenaries.
- Watch out for lasers near the objectives in the Train Maintenance area. You can use secret passages through the walls and ceilings to bypass these passive defenses and pop out near the objectives.
- There are numerous secret passages in the Train Maintenance area. You can approach each of the objectives covertly by using them. You can also flee each of the objective sites by climbing onto and sneaking along the small ledges near their ceilings to reach hidden escape routes.

MERCENARY TIPS

- The spies must navigate the Alleys area in order to infiltrate the Station. You can't reach the Alleys, but you can fire bullets and grenades from the balconies as the spies try to progress. The Assault Gun's sniper mode is especially useful here.
- The Camera Network Browsing Device (CNBD) can help you locate the spies as they move through the Alleys.
- If you run out of ammo while defending the Alleys from the progressing spies, have your teammate cover for you and take the elevator or stairs down to the first floor, where an Ammo Station is located (#2 on the map.)
- The elevator lets you quickly move between the Control Rooms and the Car Park, allowing you to defend both areas from the spies with greater efficiency.
- The gates near the Control Rooms automatically open for you. Use this advantage to quickly investigate disturbances.
- There are no passive defenses in the Car Park or Control Rooms. Be sure to set traps near the objectives to slow the spies down.
- The Neutralization Objectives in the Train Maintenance area are located in tiny rooms—perfect spots to ambush the spies as they try to meet their goals. Set Wall Mines near the objectives and don't let the spies escape once you've caught them in the act.









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VS. XBOX/PC 11: WAREHOUSE

[BRIEFING]

Bretex Warehouse is a military equipment warehouse just outside Albuquerque, New Mexico. Spies must complete an objective in each of the Warehouses' three major zones in order to accomplish their mission.

SPY GOAL(S)

- [x] Accomplish the three mission objectives to retrieve the computer data.

MERCENARY GOAL(S)

- [x] Defend the objectives and neutralize the intruders.

MAP FEATURES

01. Spy insertion point.
02. Health Stations.
03. Ammo Station.
04. Neutralization Objectives: Complete any one of these objectives to gain access to the Office. (10 seconds each.)
05. Neutralization Objectives: Complete any one of these objectives to gain access to the Chemical Storage. (10 seconds each.)
06. Control Panel: Hack this control panel to cut some of the lights in the Office area.
07. Neutralization Objectives: Complete any one of these objectives to win the mission. (10 seconds each.)
08. Mercenary starting point, Ammo and Health Stations.



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MAP FEATURES



SPY TIPS

- There are no passive defenses in the Warehouse, which makes things easier for you. Watch for traps the mercenaries may have placed, though.
- You can use the steel beams on the ceiling of the Missile Storage area to cross the room covertly. You can also move underground through secret passages in the floor. There are other ways to cross the room unnoticed as well.
- Use the vents and secret passages in the walls and ceilings of the Office to sneak about unseen.
- Use the secret passages underneath the Chemical Storage area to move between the objectives without exposing yourself.
- You can also take the high road and sneak around the upper portion of the Chemical Storage area. Use the pipes, walkways, vents and zip lines to move about and confuse the mercenaries.

MERCENARY TIPS

- As there are no passive defenses in the Warehouse, be sure to set Wall Mines and Spy Traps near objectives and at access points to secret passages.
- The Warehouse's security doors automatically open for you, allowing you to quickly move from one zone to the next. Use this to your advantage—the spies must find alternate routes that are sure to take them longer to navigate.
- Be careful when patrolling the suspended walkways of the Missile and Chemical Storage areas—spies may be waiting to pull you to your demise.





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CHAPTER ONE

IN PURSUIT OF HUGO LACERDA

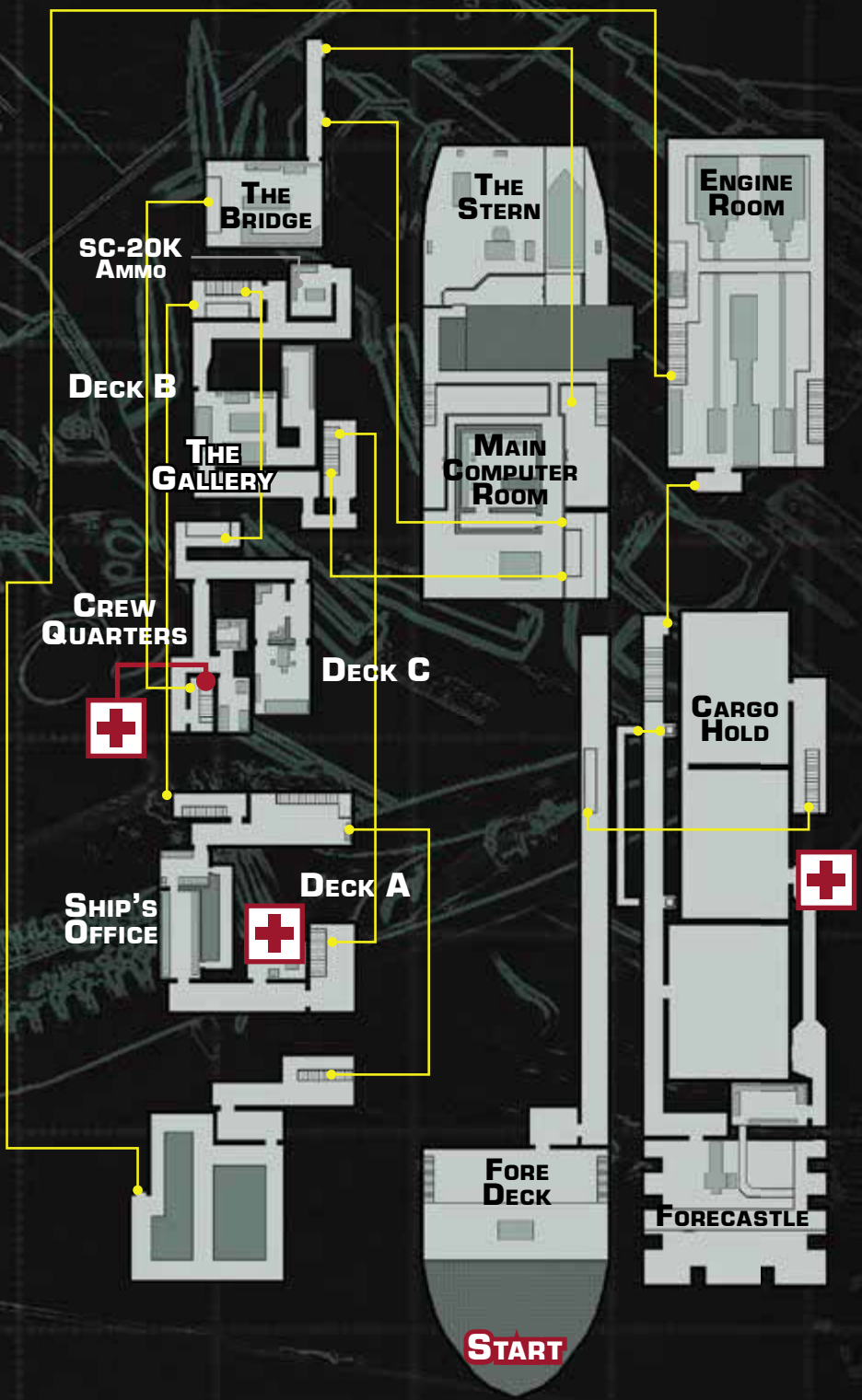
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MISSION 1
THE LIGHTHOUSE



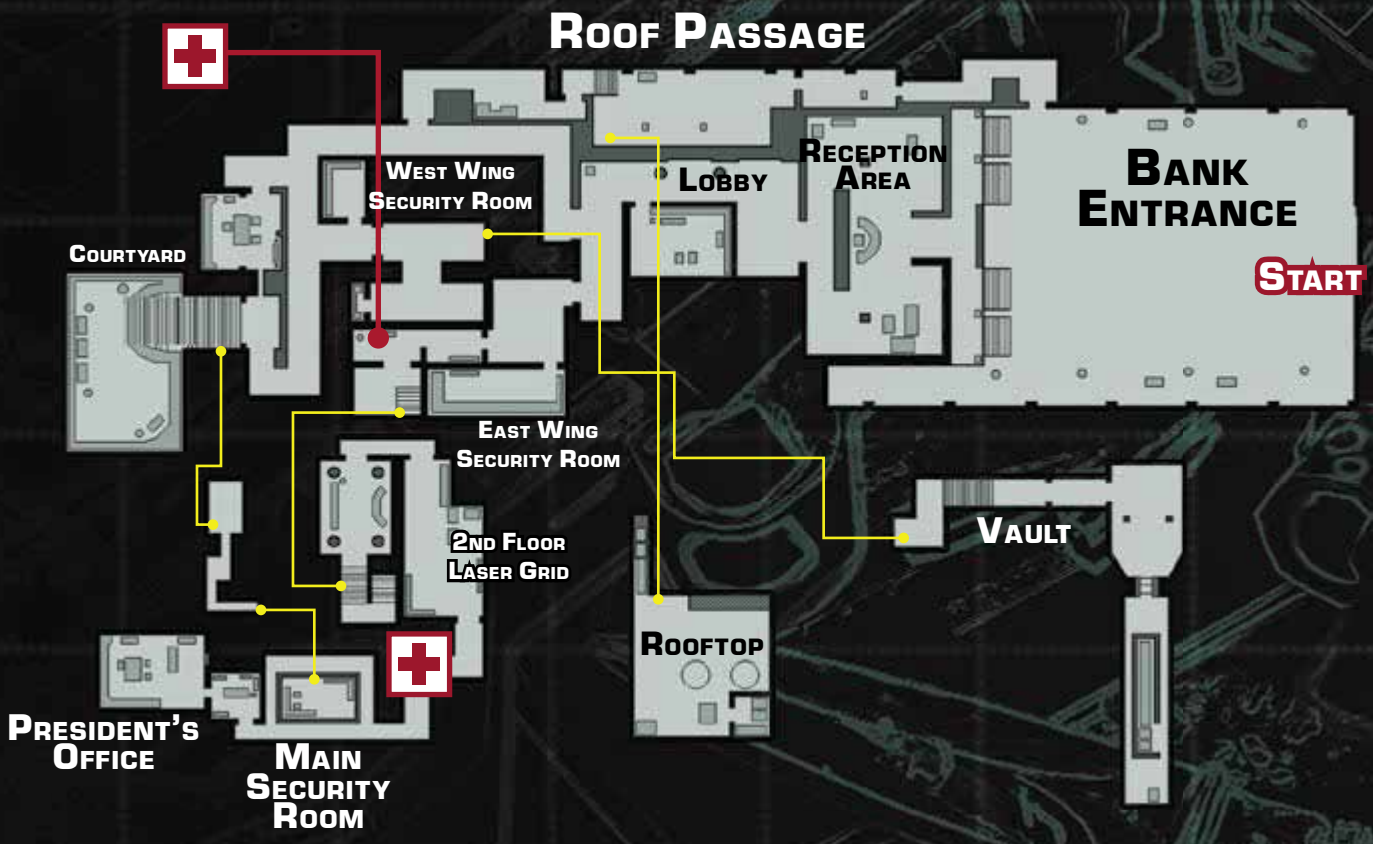
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MISSION 2
THE CARGO SHIP



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MISSION 3
THE BANK



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SOLO WALKTHROUGH

MISSION 1
THE LIGHTHOUSE

GEAR

Any kit you select will give you plenty of tools to deal with the relatively few enemies on this level. The Assault Kit has over twice as much ammo as the Stealth Kit, but it's worth noting that the four Sticky Shockers in the Stealth Kit can each take down an enemy in one hit (or possibly two, if they're standing in a puddle).

REDDING'S RECOMMENDATION		STEALTH KIT		ASSAULT KIT	
SC-20K	60 ROUNDS	SC-20K	30 ROUNDS	SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT		LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT		LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS	SC PISTOL	20 ROUNDS	SC PISTOL	40 ROUNDS
STICKY CAMERA	x3	STICKY CAMERA	x5	STICKY CAMERA	x2
STICKY SHOCKER	x3	STICKY SHOCKER	x4	AIRFOIL ROUND	x4
AIRFOIL ROUND	x3	AIRFOIL ROUND	x4	FLASH GRENADE	x3
FLASH GRENADE	x2	FLASH GRENADE	x2		

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Recover or Destroy Information About the Masse Kernels

Any information the guerillas may have gotten from Morgenholt must be recovered or destroyed, and any copies of it must be erased from computers or servers.

- Rescue Morgenholt

If possible, rescue Bruce Morgenholt from the guerillas. Do not compromise the mission for the rescue.

- Discover Where the Guerillas Got Their Arms and Equipment

The guerillas have seemingly received weapons from an unknown party, possibly as payment for the kidnapping of Morgenholt. Discover where the weapons came from.

SECONDARY OBJECTIVES

- Eliminate Hugo Lacerda

Hugo Lacerda has been elevated to Third Echelon's Target of Opportunity list. Take advantage of any possible opportunity to remove him from the list.

OPPORTUNITY OBJECTIVES

- Scan the SSCC Bar Code of the Delivered Crates

Scan the weapons crates containing weapons delivered to Lacerda by checking them manually or by using your EEV.



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GOALS Recover or Destroy Information About the Masse Kernels • Rescue Morgenholt • Discover Where the Guerillas Got Their Arms and Equipment • Eliminate Hugo Lacerda • Scan the SSCC Bar Code of the Delivered Crates.....

BRIEFING

ALARMS AND COMMUNICATION

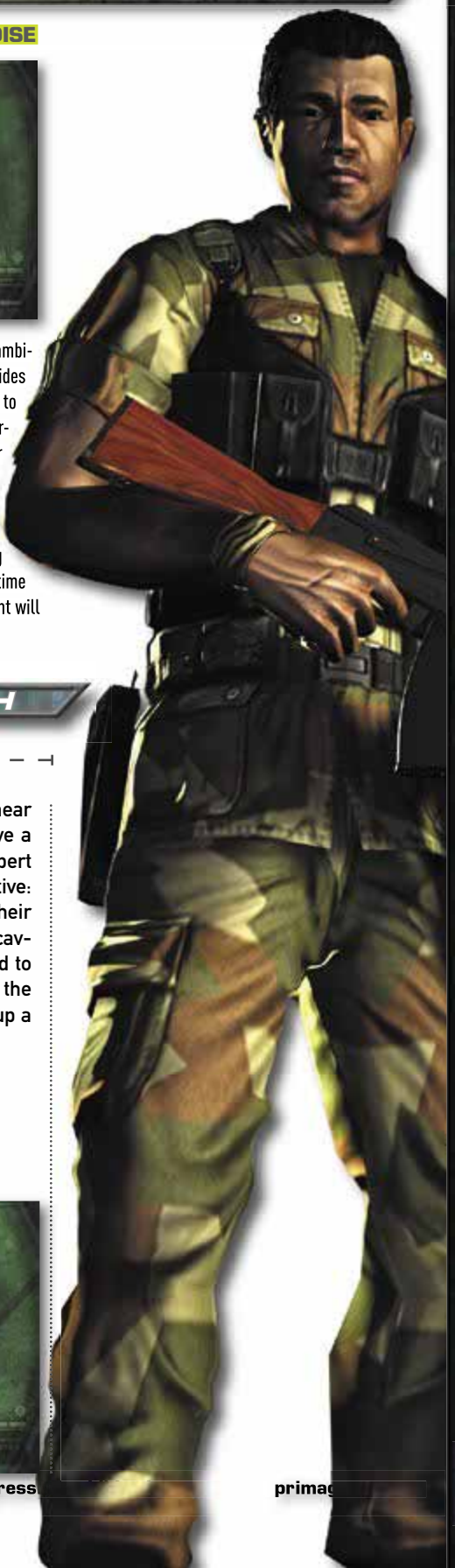
The guards in this mission are poorly organized and have no real way to communicate over long distances. They patrol small regions and will not typically open a door to another area if you don't give them a reason to. For that reason, it's usually safe to leave bodies out in the open if you've killed all the enemies in the same room. You can even get away with killing enemies in front of each other in this mission, but this will negatively affect your ranking.



WEATHER AND AMBIENT NOISE



A lack of electricity also makes for a lack of ambient noise, but the night's stormy weather provides plenty of acoustic cover. You'll find it easier to sneak around outside than inside, and thunderclaps will temporarily move your Stealth Meter slider, giving you a brief window to cause mischief. Even indoors, thunderclaps sometimes max out your sound meter, making so much noise that you can get away with breaking locks directly in front of enemies! Just don't time it wrong, or the embarrassment of being caught will be the least of your concerns.



TACTICS / THE WALKTHROUGH

A THE DUNGEONS

BEACH LANDING

1 Sam will park his Zodiac on a beach full of shipwrecks and tide pools. There are no enemies here, so you can do all the beachcombing you want, but don't expect to find anything useful. When you're ready to move on, you'll find a natural ramp made of a series of ledges you can jump or mantle onto. An old lantern has been set at the top to mark the thin cave entrance.

2 Within the cave, Sam will hear the sound of gunfire and have a quick consultation with Lambert that results in a new Primary Objective: Discover where the guerillas got their arms and equipment. To reach the cavern at the end of the cave, you'll need to crawl through a small hole (follow the power lines to spot it) and then leap up a few steep ledges on the other side.

1



2



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TACTICS: THE WALKTHROUGH

The Cavern

1 The ledges lead to a wide Cavern with a bridge over a fatally deep pit. There are two guards coming down the bridge the other way, so instead of rushing forward you should fall back, ideally into the small pool of water to your right. From there you can grab and drown the first guard, using the deadly and effective water kill (just select "Grab Character" when he's near).



2 If the second guard hears the splash he may open fire, but he can't hit you if you're crouching in the water, and you can grab him when he approaches for a better angle. But ideally, you should try to interrogate him instead of just going for the quick kill. To accomplish this, let him walk past, then pull yourself out of the water. The splash will probably attract his attention, so step back towards the bridge post, which will put you behind him when he reaches the source of the sound. While he investigates, slip quietly behind and select "Grab Character" from the interact menu. The information isn't worth much, but it's fun to hear the unconventional interrogation technique Sam seemingly picked up from Pee Wee's Playhouse. If you want the guard dead afterward, point him towards the pit and hit the right trigger. Since he didn't say "monkey," it's only fair to keep your promise and let the fall kill him.





Wine Cellar

1 The door on the other side of the bridge leads to a set of passages that connect to a Wine Cellar. The sound of gunfire may be intimidating, but that's merely the sound of a clueless guard practicing his marksmanship. His back is turned to you, so if you can avoid making any sudden noises you can slip behind him and go for another Grab-and-Interrogate.

If he does hear you, don't worry; you can always hide behind a barrel and wait for him to wander up, then KO him, or jump onto one of the low support beams, pull your legs up (by pressing the jump button again) and either grab him when he passes underneath or press either attack button for a lethal or non-lethal KO.







2 A wooden crate here will provide the first clue about the guerillas' equipment. It will also provide a new Opportunity Objective, which involves finding and scanning the bar codes of the five crates scattered throughout this area. To scan it, use your EEV (the R3 button on the PS2) and aim your crosshairs at the crate until the "Objective" icon pops up in your display. That's all there is to it!



3 You won't have to look far for the second crate. Follow the stairs past the ornate archway to your right, and you'll discover it at the corner, right after the tunnel turns.



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GOALS Recover or Destroy Information About the Masse Kernels • Rescue Morgenholt • Discover Where the Guerillas Got Their Arms and Equipment • Eliminate Hugo Lacerda • Scan the SSCC Bar Code of the Delivered Crates.....

Interrogation Room

1 The door to the Interrogation Room is locked, but with all that screaming going on, no one is likely to hear if you skip the fancy stuff and just break in with your knife. You'll see a Med Kit just past the door, but all the action is going on in the lower part of the room.

1



2 The interrogation area is moodily lit with a single spotlight that you can neither shoot out nor disable with your OCP. Since it's never a good idea to charge into battle with a light in your face, you may want to reach into your bag of tricks for this one.

Position yourself in the darkness against the corner of the ramp (your Stealth Meter will tell you if you're in total darkness). If your SC-20K is on your right shoulder switch it to your left (L3 on the PS2 version) and fire a Sticky Camera into the interrogation room. Use the clicker to lure the enemies in closer, then gas them when they're within range. You can often hit both with one blast of gas, but sometimes the second one escapes and immediately begins firing down the hallway. Fortunately, you'll be well-covered and in a great position to snipe him out when he comes wandering down.

2



2



If you don't want to waste a Sticky Camera here, you can also lure enemies into the dark areas by whistling, and then KO, shoot, or grab them one by one.

3 Alas, poor Morgenholt. Don't blame yourself, he was dead before you got here. (As Splinter Cell fans know, just-in-time hostage rescue has never been a Third Echelon specialty.) But if you don't mind a little lecture from Lambert, you can at least cut the poor guy down. There's nothing left to do here except head out the door towards the Fortress.

3

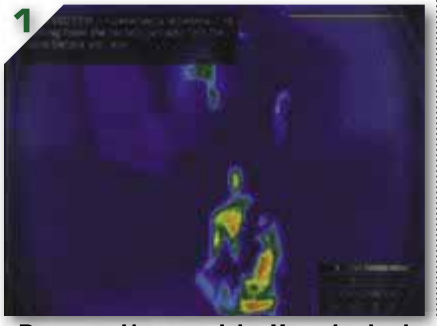


B The Fortress

Courtyard 1

1 You enter the Fortress in a Courtyard, staring at the back of a cloth tent. Your Thermal Vision can see right through the fabric, revealing a bright object behind the tent (a burning trash can) and a man inside the tent, facing the entrance. Moving very quietly, slit the fabric at the back of the tent with the Cut Material command, then sneak in and grab the guy inside. When interrogated, he'll tell you what you need to know about Lacerda, putting a close to this mission's Secondary Objective.

1



1



2 To your left from the entrance is a doorway, but there's no door to protect you from the gaze of the guard who may be inside. Shoot out the light above the door from a position beside the door before you enter. If the guard isn't inside, don't assume you're safe; he could pop in through the door at any time. Hide behind the door and prepare to take him in here; it's a lot easier to get behind him here than it is in the next room, which is more brightly lit. (There are lots of crates in here, but none of the camo pattern crates that have the shipping codes.)

2



2



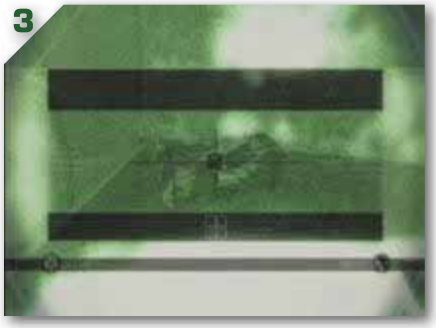
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TACTICS: THE WALKTHROUGH

Courtyard 1

[CONTINUED]

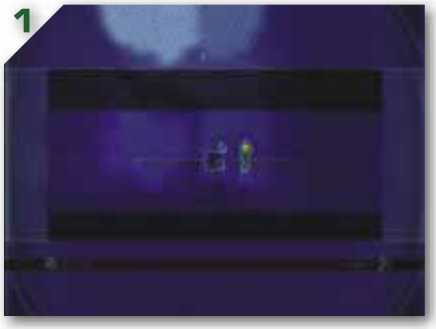
3 Through the door to the right you'll see another tent that contains one of Lambert's crates. Closer inspection will also reveal a small ventilation shaft at ground level behind the spotlight. This is the first in a long network of shafts that serves as an alternate entrance into The Keep. This passage allows you to skip Courtyard II and enter the Keep without any resistance.





Courtyard 2

1 If you skip the ventilation shaft and take the door opposite the one from which you entered, you'll end up in another section of the Courtyard with two new guards. Hang back and listen in on their conversation with your EEV's laser mic. When the chit-chat ends, both will move on to the next area.



2 One of the two guards will begin a wide-ranging patrol, while the other seems content to warm his hands at the burning barrel. You can either try to sneak into the next area when both are looking away, or get behind the rover and take him out of the picture entirely. If you're going to be making bodies, it won't do to leave a witness to find 'em, so KO Mr. Chillyhands too.





The Keep

1 If you're coming from the Courtyard 1 ventilation shaft, you'll end up in the staircase to the keep. Go upstairs, for two guards are waiting in the lower area. At the top you'll find a locked door. Unless you can time it with a thunderclap, don't break the lock, as enemies are much closer to the door than your Optic Camera will reveal.

2 When entering a new room, it's always a good idea to do a quick scan with your Thermals. But they'll betray you here, as the heat of the flames and a thick support beam conceal the presence of a guard by the fireplace. Sneak to the left to get behind him, and take him out quietly (with a grab and a KO) so as not to awaken his comrade on the cot.



As for sleeping beauty, you can either leave him dozing or transform him into a corpse with a kiss from your enchanted dagger. You can only use lethal attacks on sleeping foes, and only from their right side.

A further search of this room will reveal a Med Kit on the wall and a box of SC-20K ammo on a crate by the fire.



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The Keep

[CONTINUED]

3 The long hallway past the guard barracks leads to a dirty tarp which you can see through with your Thermal Goggles. Since he's busy typing with his back to you, sneaking up on the lone enemy should be a simple matter, and you'll get an interesting interrogation out of it. Access his computer afterwards to erase the Morgenholt data and complete one of this mission's Primary Objectives.

Before you head out the other direction to reach the Lighthouse area, make sure to scan the wall opposite the computer for the fourth supply crate. Feel free to break any locks you encounter, since there are no more enemies in the Fortress.







C The Lighthouse

Fortress Battlements

1 You'll emerge just outside of the keep's Battlements, where two guards are discussing how easy it is to sneak up on someone if you time it with a thunderclap. Might as well put their advice to good use; if you wait for the thunder, you can do almost anything to these guys. (Throw a grenade, shoot them in the head, etc.) In many ways it's easier to take them at close range, where there's darkness as well as noise. You can even grab one and use him as a human shield while you shoot the other.

Before you move on, don't miss the final Opportunity Objective crate, just past the entrance to the battlements.





2 The route to the Lighthouse begins at the covered staircase on the battlements. The path includes two gates, the second of which is stuck and must be jumped over. Shortly after that one you'll encounter a guard, who should be easy to defeat when KO'd or grabbed from the back. If he's facing the wrong way, hide in the shadows until he turns around, or shoot him from the darkness.





3 There's one guard outside the Lighthouse, and it will be difficult for him to hear you with all the noise from the wind and waves. As long as he's deaf, you might as well blind him, too, by shooting out the only light outside the Lighthouse. Now he's at your mercy; approach for a grab, shoot him at close range, or simply slip by to the back of the Lighthouse, where the door is.



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The Lighthouse

1 A guard at the ground floor of the Lighthouse is having an important conversation on the radio, and you can listen in by using Stealth Open Door or an Optic Cable. Listen for as long as you like, then either KO the guy or grab him from behind for interrogation (seated enemies are very easy to grab if you can sneak up on them). The information you gain will complete your final Primary Objective, but there's still one more thing you can do: Put a couple of bullets into the radio to ensure no one can call for help, and solve this mission's hidden Bonus Objective.

2 You'll find a Med Kit on your way to the top of the Lighthouse, and you may need it, since the last enemy can be tough. Climb up the ladder to the lights, but don't pull yourself up until the lower light has just passed over you. Then quickly move to the switch on the wall and turn it off to shut down the lights.

If you wander into a light beam and the guard outside notices, prepare to shoot him before he can turn his gun on you. But if you do it without straying from the darkness, you can pull yourself over the railing, shimmy over to his feet, and then use the Grab Character command to send him flying. Then return to the top and call for exfiltration.













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SOLO WALKTHROUGH

MISSION 2
THE CARGO SHIP

GEAR

The kits in this mission are exactly the same as they were in the last one. But this mission is quite a bit longer, and there are almost twice as many guards, so it's difficult to give up the double ammo from Redding's Kit in exchange for nothing more than two Sticky Cameras, a Sticky Shocker, and an Airfoil Round. Redding definitely has it right here.

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x4
AIRFOIL ROUND	x4
FLASH GRENADE	x2

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x4
FLASH GRENADE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Retrieve the Bill of Lading for Lacerda's Arms Shipment

The arms used to pay Lacerda were shipped in a large crate, located in one of the cargo holds. Locate and read the bill of lading, mounted on the side of the crate.

- Retrieve the Ship's Transit Ledger for Lacerda's Shipment

A computerized ledger will be kept in the ship's office. Access this ledger to determine who facilitated the delivery of the arms to Lacerda.

- Find Out Which Cabin Lacerda Is In

Interrogate the Captain or check the ship's register in the Main Computer Room to find out which room Lacerda is in.

- Eliminate Hugo Lacerda

Hugo Lacerda has been elevated to Third Echelon's Target of Opportunity list. Take advantage of any possible opportunity to remove him from the list.

SECONDARY OBJECTIVES

- Find the Name of Lacerda's Panamanian Contact

In addition to those shipping and receiving the weapons, someone must also have helped Lacerda get them past new security inspection protocols at the Panama Canal. Find out who.

OPPORTUNITY OBJECTIVES

- Place Tracking Devices on Any Illegal Weapons Crates

Placing tracking devices on the remaining crates that Lacerda is delivering to his allies and supporters may assist in future intelligence operations.

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GOALS

Retrieve the Bill of Lading • Retrieve the Ship's Transit Ledger • Find Out Which Cabin Lacerda Is In • Eliminate Hugo Lacerda • Find the Name of Lacerda's Panamanian Contact • Place Tracking Devices on Any Illegal Weapons Crates

BRIEFING

ALARMS AND COMMUNICATION

This is the first mission in which you'll encounter a wall-mounted alarm system. You'll be seeing a lot of these in the future, so start getting used to them!

Whenever an enemy hits one of the red alarm buttons, the alert level is raised for the entire ship. It is important to understand that no matter how badly you screw up, an alarm will not be triggered unless an enemy physically runs to a wall-mounted alarm and presses it. An enemy who is under fire will typically concentrate on shooting back, so alarms are usually only a problem when fighting multiple foes; typically one will return fire while a second runs to the nearest alarm. If a foe flees from Sam instead of returning fire, it's a safe bet he'll hit an alarm on the way out.



An alarm puts every enemy on guard for a short period, but they will return to their previous routines afterwards. However, there are also permanent consequences. The first alarm is a freebie, but after the second all guards will don body armor, making it difficult to kill them without headshots. After a third alarm, they'll put on helmets, making it hard to kill them even with headshots. Trip four alarms in one mission, and you'll put the guards in a permanent state of high alert (you'll also get thoroughly bitched out by Lambert). Since these consequences are dire, you should consider loading a recent saved game if you trigger any alarms.



SEQUENCE CONTINUES





TRICKS WITH DOORS

The metal doors of the Maria Narcissa seem as thin as tissue paper when Sam clicks on his Thermal Vision. Not only is this handy for scouting the opposition on the other side of doors, but it also lets you set up a great new way of KO'ing enemies.

If you see an enemy in a room with a hinged door (not the sliding kind), you can whistle to get the guard's attention. He'll approach to the door, and before he reaches the knob you can use the Bash Door command to knock him out! But the timing is a bit tricky; if you bash the door too soon, you'll miss, and if you do it too late the guard's hand will be on the door to block it. If that's the case, scoot out of the way before he door-bashes you!





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TACTICS / THE WALKTHROUGH

A Lower Decks

The Fore Deck

1 Smell that fresh sea air! Or better yet, HEAR it. With that much background noise, you should have little trouble sneaking up on the two seamen who prowl this deck, provided you stay out of the green buoy light's glow. The first one (in crewman clothing) even has some useful information for you about the opposition you'll be facing on this ship.



If you prefer to avoid conflict, you can slip behind the lower guard when his patrol takes him to the left side of the boat, but if you attempt to run for the doorway while the pair are talking, you'll be spotted every time.



2 If you don't set off any alarms, you'll find the next guard dozing outside the door to the Cargo Hold. You can do anything you want to him, of course, but where's the sport in that? Let the poor guy sleep.



Cargo Hold

1 There's a maze of crates here, but the one you're looking for isn't in this part of the Hold. To get to the next area, you'll need to squeeze through the gaps between the crates, until you reach the northwest corner of the room. There you'll see light coming from a gap in the corner that leads to the Central Hold.



2 The small crate waiting on the other end of the gap isn't Lacerda's arms shipment, but the first of the six illegal weapon crates on which you've been asked to attach tracking devices (this mission's opportunity objective). Once the first device is planted, jump onto and over the makeshift stairway of crates, and head up the ladder to a small hallway that connects this room to the Forward Cargo Room. You'll find a Med Kit on the wall just past the ladder. It probably isn't much use to you now, but you won't see another for a while, so remember where it is!





3 The door to the Forward Cargo Room is flooded, so it looks like the bilge pump is your problem now. Open the door at the end of the hall to reveal a small machine room where a machinist is running a band saw. There's so much noise you can easily get behind him for a grab or KO.



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GOALS Retrieve the Bill of Lading • Retrieve the Ship's Transit Ledger • Find Out Which Cabin Lacerda Is In • Eliminate Hugo Lacerda • Find the Name of Lacerda's Panamanian Contact • Place Tracking Devices on Any Illegal Weapons Crates

Forecastle

1 There's an open ventilation shaft to the left of the band saw, and it's just big enough for Sam to squeeze through. It leads to the ship's forecastle, where a maintenance guy is trying to fix the bilge pump while another patrols the catwalk. The ambient noise here is fairly low, and the metal grating is very noisy, so you need to move carefully to avoid setting off an alarm.

To catch the roving guard, wait at the catwalk corner near the shaft, and KO him as soon as he rounds the bend. (The KO is one of the few attacks the lower guard won't be able to hear.) You can now head down the dark catwalk to your left, and snipe the guy working the pumps from above with an easy headshot (use Airfoil Rounds if you don't want to kill him).


1

2 From the catwalk, take the ladder down or jump onto the pipes and from there to the ground. Fix the bilge pump, and the water will drain from the forward cargo room immediately. You can either return to the catwalk ventilation shaft or head out the ground floor door to an internal hallway. Make sure to hide the body of the guy on the lower floor first, since enemies do come this way at times.

3 From the internal hallway you can reach the cargo hold through the first door on your right. Pull yourself onto the pile of crates and search for the bill of lading on one side of the highest crate. Reading it will complete your first primary objective.


1


2


3

The Engine Room

1 When you return to the internal hallway after scanning the crate, two guards will begin walking towards the Forecastle from the Engine Room on the other side. If you notice them when they're far away, before Grim even finishes talking, you can run forward and drop through a hole in the well-lit alcove to your right. That leads to a lower tunnel that will take you all the way to the other end of the hall. They can still hear you there, though, so move quietly!

2 If the guards are too close for you to reach the alcove safely, wait in the Cargo Room until they separate. After he passes your room, you don't need to worry about the guard to your left, but since his back is turned it's easy to dispose of him. You can use the lower walkway to avoid the other guard, or shoot him in the head, since it's dark enough in the hallway to allow you to get close. Of course, it isn't safe to fire a weapon louder than the SC-20K Launcher unless you've disposed of the other guard.


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TACTICS: THE WALKTHROUGH

The Engine Room [CONTINUED]

2 Wow, these terrorists don't run a very tight ship. You've already saved their damn boat from sinking, and now you need to deal with an engine room that's full of gas fumes. If you or any of your enemies fire a single shot here, the mission is over. Fortunately, the room is dark and the engine is noisy, so sneaking or KO'ing your way through this room should be no trouble.

If you choose to go on a KO'ing spree in the lower floor, make sure to drag the bodies into out-of-the-way nooks afterwards, unless you're planning on clearing the room entirely. Stay out of the light patches, since you never know when a guard above will be looking down. When you're ready to climb up the catwalk, use your OCP to disable the bulb by the staircase.

It's very dark up there, but you don't want to risk any panicked shots from your enemies by hitting them head-on. If your path is going to cross with an enemy, lower yourself over the railing and hang until they pass. Then pull yourself up to hit them from behind or just move on to the exit.







B Upper Decks

Deck A (Ship Office)

1 A flight of stairs will take you to Deck A, where you'll find the entrance to the Ship's Office through the open doorway at the end of a short hallway. Move quietly in here, and you can listen in on the guards' conversation. If they haven't seen anything unusual or heard a peep from you, both guards will return to office work. You can then sneak in, grab them from behind, and drag them away one at a time.

If you make any noise or the guards catch a glimpse of you, don't panic. In the side of the coffee area to the left of the door, there's a ventilation shaft you can crawl into that will take you to the other side of the office. By the time you exit the shaft, the office will be empty, with one guard patrolling behind the door to your left and the other guard searching the hallway from which you entered.

2 Grab your data from the computer, completing a Primary Objective, then head out the closed door at the other end of the office. If the guards split up to search for you, one will be past that door; either sneak behind and grab him or whistle from your side of the door and KO him with a door bash.









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GOALS Retrieve the Bill of Lading • Retrieve the Ship's Transit Ledger • Find Out Which Cabin Lacerda Is In • Eliminate Hugo Lacerda • Find the Name of Lacerda's Panamanian Contact • Place Tracking Devices on Any Illegal Weapons Crates

Deck A (Ship Office)

[CONTINUED]

3 The first door in that hallway leads to an unguarded medical bay, where you'll find a Med Kit and an appropriate place to dump your bodies. The door at the end of the hall leads to the external stairway, but it's not your only option. There is also an internal stairway, which was the door you passed on your way to the Ship's Office. However, the internal staircase will only take you as high as Deck C, while the external one goes all the way to the Bridge. The external one also puts you in a better position for infiltration, making it a better choice all around.

4 Beneath the first staircase of the external stairway you'll find the second weapons crate. From this stairway you can reach Deck B, and The Bridge, skipping over Deck C (there's no reason to go there yet anyway). Deck B is entirely optional, but does contain the third weapons crate you'll need to tag for this missions Opportunity Objective.

4



Deck B (Galley)

1 Coming from the exterior stairs, you'll find a hallway with a door to the mess hall at the end. Turn off the lights in the hall (the switch is towards the entrance) then head inside just as a trio of guardsmen are finishing their conversation. There are a total of five guards on this floor, but the one who is leaving the mess is the only one who patrols. Sneak up behind him and grab him in the hallway beyond.

2 Unless you want to try some whistling tricks, it's best to just fire a Sticky Shocker or SC Pistol bullet at the guard in the mess hall. Don't make too much noise, since the third guard is in the small kitchen to the right. Fortunately, his back is turned, so you can take him easily enough. Afterwards, place a tracker on the weapons crate he was inspecting.

3 The hallway past the mess hall leads to the interior stairway (first stairway on the left) and then to a small break room where two guards are complaining about the quality of the ship's coffee. They're content to sip that awful stuff for the duration of the mission, so there's no need to pick a fight, but if you do clear them out you can grab a box of SC-20K ammo from the table. In such a small room, the gas from a Sticky Camera can usually hit both enemies.

2



1



2



3



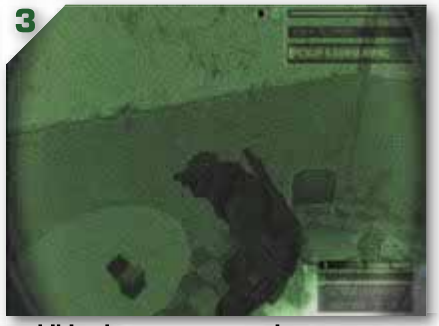
1



2



3



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TACTICS: THE WALKTHROUGH

The Bridge

1 Use your Optic Cable at the door to the Bridge, and plot your next action very carefully. To find out where Lacerda is, you'll need to interrogate the Captain, so it is essential you not be noticed as you deal with his helmsman. When you enter, go for the helmsman first and grab or KO him. Then tiptoe behind the captain and go for the grab.

If you can pull off the interrogation successfully, your next stop is Deck C, through the stairs in the far corner of the Bridge. If you have to use lethal force and can't take the Captain alive, you'll need to go to the Main Computer Room to find out where Lacerda is. You can't simply sweep the ship; Lacerda won't appear until you know where to look.





Main Computer Room

1 If you couldn't interrogate the Captain, the Computer Room one floor above you is your last remaining option (otherwise, you can ignore it entirely). To get there, head down the hall you took to reach the Bridge. There are no enemies immediately visible here, but a soldier is right above you, and will probably see you if you step too far out of the doorway.



Sticking close to the wall, slide past the ladder and then jump onto the railing and hang there until the guard comes close enough for a grab. If he doesn't come your way, then wait for him to turn his back and pull yourself up. You'll be right outside the Communications Room door.

2 A soldier and a technician are hard at work in here, both seemingly occupied with computer equipment. But these two do turn away frequently, so trying to sneak behind them is dangerous. Instead, OCP the light bulb in the center of the room from the doorway, then step in and start swinging while they're still confused. You'll find the information about Hugo Lacerda's room assignment on the computer the soldier was using.





Deck C (Crew Rooms)

1 Take the stairs in the corner of the bridge down a level, then look for a Med Kit behind the staircase.



The nearby door leads to a hallway with several small crew bunks, but one soldier is awake and patrolling, and there is no way to douse the lights here.

!!! ASSAULT TACTIC

Listen for the patrolling guard's footsteps, and if you hear him coming, whistle him towards you and then back up towards the darkness where you entered this room. You can fire at him from there.



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GOALS
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Deck C (Crew)

[CONTINUED]



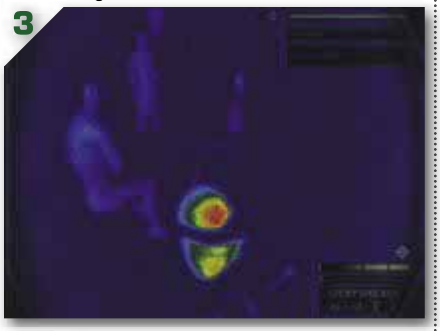
!!! STEALTH TACTIC

You can either try to sneak down the hall and hang a left in hopes of avoiding him (there's nothing to the right anyway), or send a Sticky Camera into the hallway and lure him into the gas.

2 Two left turns will put you at the top of the interior staircase, where you'll find the fourth weapons crate. Back out into the main hallway and squeeze past some crates to enter the captain's quarters.



3 At the sliding door, hang back and use your Thermals to see into the room. If you listen in long enough, Lacerda will speak the name of his Panamanian contact, completing this mission's Secondary Objective. He will then move into the adjacent kitchen to get a drink. This is your opportunity to sneak behind him and grab him while he's away from his guards.





The guards will notice the absence, but you can make Lacerda put them at ease by repeatedly interrogating him. Once he's settled their nerves and told you all he knows, it's Fifth Freedom time for Lacerda. This completes both your Primary Objective and a hidden Bonus Objective.

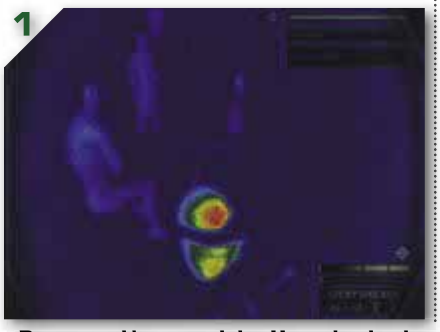
There's no point going back for Lacerda's men, but if you're still thirsty for blood, you can turn out the lights in the kitchen and blow them away from the connecting doorway while they're still sitting at the table. High-priced mercenaries? Hugo might have overpaid.



The Stern

1 Head back up to the Bridge and continue down the hallway from which you originally entered this area. That should take you to a new external area where you'll catch sight of the fifth weapons crate. Don't go for it yet; there's a guard above you who will gun you down if you try (unless, of course, you killed him when you went to the Communications Room).

Sticking close to the wall, slide past the ladder and then jump onto the railing and hang there until the guard comes close enough for a grab. If he doesn't come your way, pull yourself up and hit him in the back. The door to your right leads to the Communications Room, but if you successfully interrogated the captain, there's nothing you need in there.



2 Drop back down and place a tracker on the fifth weapon crate, then go up the staircase near the crate, hang a left, and then another right. Here you'll find a ladder that will take you all the down to the aft deck.



3 At the bottom, facing the ladder, the extraction point is to Sam's left. But down below, guarded by two soldiers, is the final weapons crate. If you like, you can use up all your remaining gear (Sticky Shockers and Cameras are ideal) but that isn't necessary. If the guards haven't already noticed you on the catwalk, make some noise to lure them. While they climb up, you can drop over the railing and set the tracker. When they come back down, loop around the object in the middle of the deck and get back to the ladder. Run to the end of the catwalk, and climb up another ladder to your extraction point.



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SOLO WALKTHROUGH

MISSION 3 THE BANK

GEAR

The Assault Kit now replaces the Flash Grenades with Frag Grenades, which are handy for clearing large groups of enemies (some in this level patrol in trios), but terrible for keeping a low profile. The four-pack of Sticky Shockers in the Stealth Kit are often a better choice against groups, since they let you take out one foe without alerting others.

REDDING'S RECOMMENDATION		STEALTH KIT		ASSAULT KIT	
SC-20K	60 ROUNDS	SC-20K	30 ROUNDS	SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT		LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT		LAUNCHER ATTACHMENT FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS	SC PISTOL	20 ROUNDS	SC PISTOL	40 ROUNDS
STICKY CAMERA	x3	STICKY CAMERA	x5	STICKY CAMERA	x2
STICKY SHOCKER	x3	STICKY SHOCKER	x4	AIRFOIL ROUND	x4
AIRFOIL ROUND	x3	AIRFOIL ROUND	x4	FLASH GRENADE	x3
FLASH GRENADE	x2	FLASH GRENADE	x2		

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Enter the Bank

Gain entry to the Bank via the rooftops or through the front entrance.

- Find the Name of Lacerda's Panamanian Contact

In addition to those shipping and receiving the weapons, someone must also have helped Lacerda get them past new security inspection protocol at the Panama Canal. Find out who.

- Determine Who MCAS Bank Purchased Arms For

MCAS Bank brokered the deal for Lacerda's weapons. Determine who contracted them to do this. This information is stored on their separate servers in the main Vault.

- Steal $50,000,000 in French Governmental Bearer Bonds

In order to make the Vault penetration look like a simple theft, steal the fifty million dollars worth of French government bonds that are stored in the fireproof Vault cabinet.

- Authorize the Vault Access from Three Officers' Panels

Vault access must be authorized from the President's Office, the Main Security Office and the Treasurer's Office. It does not matter in which order the access is authorized.

SECONDARY OBJECTIVES

- Look for Any Suspicious Transaction Records

Search hard-copy files in the offices of MCAS Bank officials for evidence of further suspicious dealings related to the Morgenholt kidnapping.

OPPORTUNITY OBJECTIVES

- Plant a Series of False E-Mails to Make It Look Like an Inside Job

Grimsdottir has provided a series of e-mails to plant on MCAS Bank computers. These will draw attention away from the operation and make the robbery look like an inside job.

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GOALS

Enter the Bank • Find the Name of Lacerda's Panamanian Contact • Determine Who MCAS Bank Purchased Arms For • Steal Bonds • Authorize the Vault Access • Look for Any Suspicious Transaction Records • Plant a Series of False E-Mails

BRIEFING

ALARMS AND COMMUNICATION

The MCAS Bank uses the same security system as the Maria Narcissa, relying on manually activated alarm switches. The big difference this time is that you can also set off alarms if you're spotted on a security camera, which will leave you unable to head off an alarm by shooting the guard who noticed you.

BULLETPROOF CAMERAS

After the camera holocaust that was the original Splinter Cell, camera manufacturers have made bulletproof casings a standard feature of the 2005 product line. Now Sam will have to rely on his OCP to temporarily jam cameras, or sneak beneath them by hugging the wall on which they're mounted. Note that all cameras on this level lack Night Vision, so you can effectively shut them down by shooting out nearby lights. It doesn't matter if you're square in the middle of the frame; the camera can't see you if your stealth meter is in the black.

All of this is moot, however, if you can't spot the cameras in time. They have been cleverly placed in out-of-the-way areas, so by the time you see them it's often too late. Instead, learn to listen for that staccato whirring sound that hints a camera is nearby, and then scan with your EMF Visor to hunt it down.



COMPUTER HACKING

If you intend to pursue the Opportunity Objective in this mission, you'll need to hack into a number of different computer terminals. Hacking is also the only way through code-locked doors if you can't get the combination from a guard or e-mail.

To hack a computer, select Security Access at the top of the computer screen. You will then see a list of possible codes on the top, and a counter on the bottom that tests pieces of the code. When a number has been verified on the bottom, it will light up, and if you pay attention it will usually verify all four numbers before time runs out. Even if it doesn't, you can often guess the code off of just two or three numbers.

If you pick the wrong code or run out of time, you will spring an alarm, but if things aren't going well you can simply back out with the B button provided the timer is not yet in the red (the timer is displayed as the bar above the number tester that gradually shrinks).



LEARNING DOOR CODES

Several doors in the bank are locked with computerized keypads that require four digit codes. Typically, there are two ways to learn these codes: By reading e-mail left on computers and by interrogating captured guards. If you learn a code, no need to write it down; it will pop up automatically when you're near the appropriate door.

If you can't learn the code, you can still attempt to hack the door. On this mission, hacking should be fairly easy to pull off.

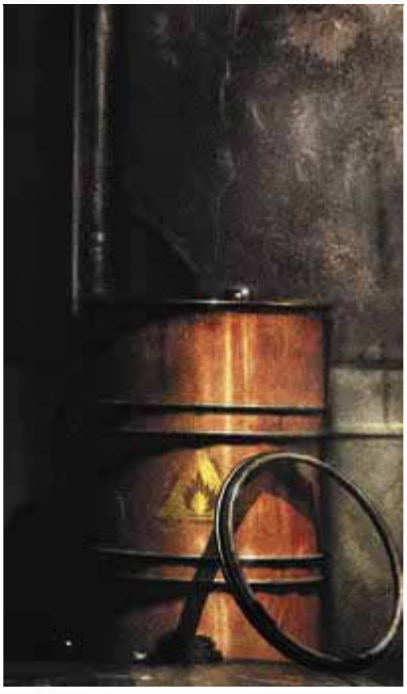


REMOTE COMPUTER ACCESS

Computers are very important in this mission, both for collecting information and for uploading Grim's fake e-mails. Everything needs to be done at specific terminals, but it often isn't necessary to wade into a guard-packed security room and kill three armed men just to use their PC. Your EEV can hack computers remotely, so if you can see the computer, you can focus in on it with your Binoculars and hit the Interact button to operate it. Note that you need to focus on the computer itself, not the monitor!

Of course, if you can see into an enemy-filled room, they can probably see out of it, too. Make sure you're in a dark spot, and that no enemies are likely to wander by. You should also be aware that you're given less time for hacking when using the EEV.





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TACTICS / THE WALKTHROUGH

A North Wing

Bank Entrance

1 There are two routes into the Bank: Through the Reception Area, or around the back and through The Roof. Rappelling in from the roof is way cooler than going in through the front door, but doing so will force you to go back to the reception area later to complete the first part of this mission's Opportunity Objective.

2 First things first, though. The simplest way to ensure a painless entrance and exit through either route is to eliminate the two guards who patrol the Bank grounds. You can simply walk up and grab the first guy out of his conversation and then drag him to a dark spot for disposal. While you can use a water kill to get rid of the other, whistling him towards the fountain will usually get you shot. It's safer to just get behind him for a KO blow.

2



2



Reception Area

1 Before you pass through either door into the Bank's shielded entranceway, peek through the doorway to spot the camera and disable it with your OCP. You could also shoot out the light bulb, but that's more likely to attract the attention of the guard inside. Step forward to the main doors, which will open automatically.

1



2 The door reveals a reception desk with a guard behind it and a camera above him. Neither the guard nor the camera can see you while you're in the dark doorway, so use your SC Pistol or a Sticky Shocker to shoot the guard from here, then use the OCP to disable the camera. Alternatively, you could shoot out or OCP the light bulb and then try to sneak behind the guard for a non-lethal KO. Killing the light bulb also negates the camera, since it can't see in the dark.

2



3 Use the guard's computer (don't worry, it's not within the camera's range) and select the various options to view the camera feeds in this area and intercept a few door codes. In order to upload Grim's fake e-mail (this mission's Opportunity Objective), you'll need to hack in by selecting Security Access. The numbers that light up in the lower window are the correct digits of the code, and when you've seen enough to guess the whole thing, select it above. You can also lock in the numbers on the lower window when they're lit, but this is far more dangerous, since you'll spring an alarm if you hit a number just as the light goes out. When the code is hacked, upload the e-mail.

3



3



4 The Reception Area continues to the right or left, with both sides ending at a pair of unlocked doors that lead to the Ground Floor Lobby. When you step inside, you'll hear further instructions from your team.

4



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GOALS
Enter the Bank • Find the Name of Lacerda's Panamanian Contact • Determine Who MCAS Bank Purchased Arms For • Steal Bonds • Authorize the Vault Access • Look for Any Suspicious Transaction Records • Plant a Series of False E-Mails

The Roof

1 If you choose to skip the Reception Area, you can find an alternate entrance through the door on the right. If you haven't disposed of all the guards here, OCP the light above the door before you open it.

2 The door leads to a grassy path that ends at an emergency exit and a ladder that reaches the Roof. There are no guards, but there is a camera just after the stone archway, so use your EMF Vision to spot it before it sees you. You can either OCP it or slide along the wall below it.





3 There are no enemies on the roof, so you have nothing to worry about as you locate the shed with the breaker box and break in with your knife. Flip the breakers inside and go find an open skylight to rappel down with the "Grab Onto Rope" command.



4 As you rappel down, turn on your Thermal or Night Vision to reveal the Laser Grid that Grim warned you about. Fortunately the rope has landed between the lasers, so you can ease yourself down safely and then log into the computer by focusing on it with your EEV binoculars and pressing the Interact button. Shut down the Laser Grid and you'll be able to move out of the teller area and into the Ground Floor Lobby safely.



Ground Floor Lobby

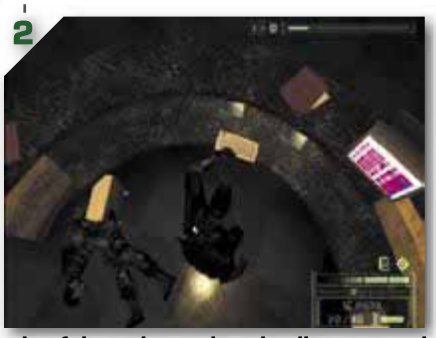
1 Behind a divider you'll see two doors, as well as a guard snoozing peacefully. Sneak up behind him and grab him so you can force him into the retinal scanner on the nearby door (a plan he suggests himself if you interrogate him).





2 Your objective is to authorize vault access from three different locations. The Treasurer's Office is in the West Wing, through the door that was locked with the retinal scanner. The President's Office and Main Security Room are both on the second floor, which you can reach through the East Wing, to your left. You can visit these locations in any order you like.

If you came in from The Roof, and want to complete this mission's Opportunity Objective, head through the glass doors on the other end of the lobby to reach the Reception Area (covered above).





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TACTICS: THE WALKTHROUGH

B West Wing

Treasurer's Office

1 If you opt to do the West Wing first, pass through the door that was locked with the retinal scanner and proceed slowly down the hall. Use your Normal Vision, or you might miss cameras that are hidden in bright spots, like the one above the exit sign to your right. Shoot out the sign to make the camera useless. (The door beneath it leads back to the North Wing fire exit.)

1



2 At the corner you'll spot a guard repairing the keypad at the door to the Treasurer's Office. Hide behind the corner and listen in on the mechanic's grumbling to catch the new door code (if you disrupt him, he won't finish the repairs, and you'll need to enter the room from the Courtyard).

Use the code to sneak into the office and do the many things you need to do. You can hack into his computer to send a false e-mail, search his file cabinet for information that will fulfill this mission's Secondary Objective, and hit the Enable Access switch on his wall.

2



2



2



3 You'll also see a ventilation shaft near the floor that leads to the Courtyard. If you have not yet visited the East Wing, this is another way of getting in there. But if you've already cleared the East Wing, then there is no point in entering the Courtyard.

3



Courtyard

1 You can enter the Courtyard from either the Treasurer's Office ventilation shaft or through a door at the end of the West Wing hallway. The ventilation shaft is a much better choice, since using the door puts you within range of a security camera that is nearly impossible to avoid. The shaft puts you directly under that camera, and you can then step to either side and OCP it.

1

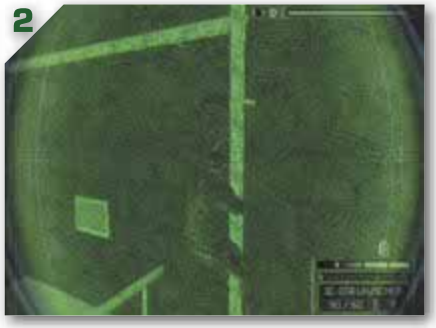


1



2 There's a guard in the lower part of this area, but there's no point engaging him (he does know the key code for the Courtyard door, but that's irrelevant now). Instead, climb up the pipe across from the shaft and pull yourself up to a ledge above the door. There you'll find another shaft, which leads to the Main Security Room in the east wing.

2



3 From above the second fan, use your EEV to access the computer. Among the options are to deactivate the fan, which will allow you to drop into the room. Before you do that, you'll need to deal with the two guards working at the computers. Use a Sticky Camera to gas them or toss a Flash Grenade and quickly drop down and KO them when it explodes. Skip ahead to Point 2 of the Main Security Room section for more details.

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C East Wing

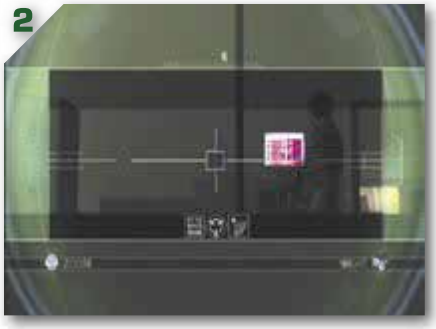
E. Wing Security Room

1 The keypad-locked door to your left is manned by a pair of guards who are too busy complaining about their uniforms to mind their post.



Shoot out the light in the hallway to negate the security camera above the door. You could OCP the camera instead, but taking out the light makes it harder for them to see you through the window and much easier for you to deal with them if they do sense your presence.

2 Instead of raiding their office, continue to the window and use your EEV to access the computer from there. A piece of e-mail contains another helpful security code, and if you can hack in you can upload one of Grim's fake messages. Continue down the hall to find a Med Kit at the foot of the stairs to the Second Floor Laser Grid.



2nd Fl. Laser Grid

1 The stairs at the end of the Ground Floor (East Wing) lead to a series of two rooms that are protected by laser-triggered alarms. Despite this, two Bank guards seem to be capable of walking freely through the lasers without triggering any alarms. They'll spill the secret upon interrogation: A laser-negating device is sewn into their clothes. You can't cut it out, but you can do the next best thing; carry the guard with you.

If you're lucky enough to catch the guard leaning against the railing at the top of the stairs, grab him. Otherwise, catch him when he's at the near end of this patrol, and all the lasers near him are deactivated (they're faintly visible to the naked eye). You can hold him as a hostage or toss his limp body over your shoulder, whichever you prefer. But you will need to knock him out to use the computer at the desk of the first room, which is one of the eight terminals from which you can upload a fake e-mail.

2 There's a second guard in the next room, and a second Laser Grid. It's easy to sneak past him once you shoot out the bulb that is this room's only light source, but you will need to come through here again, so there is some value in popping the guard with an Airfoil Round or headshot. Grab a body (either one will do), and cross the second Grid. Dump your body in a corner of the hallway beyond the Grid, and heal up at a nearby Med Kit if you've taken damage.











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TACTICS: THE WALKTHROUGH

Main Security Room

1 The hallway after the Second Floor Laser Grid leads to a glass cube filled with computer equipment and manned by two guards. Piercing the glass with wi-fi is not an option, since you need to be physically inside to use the Enable Access switch.

The door is at the back of the cube, and if you hug the wall to the right and walk quietly you should be able to reach it without the guards noticing. Punch in the code (2306, which you learned from the East Wing Security Room), and do an Open Door Stealth. You can actually grab one guard from behind, then interrogate and even strangle him without the other noticing.

If the guards do notice you, they'll come out together, which are not good odds. Fall back to the hallway until one goes back in while the other lingers outside, and take them one at a time.

2 After you hit the Enable Access switch by the door, make sure to hack into both computers that have a Security Access option. Not only can you upload a fake e-mail here, but you can delete all the camera files (fulfilling a Bonus Objective) and then shut every camera in the bank down for the rest of the mission! Yeah, all of them.

You can also shut down the fan, which allows you to infiltrate this room from the Courtyard. It's a second way of getting into this room for those who went through the West Wing, but it's of no use to you if you didn't.







President's Office

1 The hallway on the other side of the Main Security Room leads to a code-locked door. You'll need to hack the code, but even if you fail, there's probably no one left on this floor to do anything about it.

Inside, there's a camera above the door, but it will be dead if you deactivated the cameras in the Main Security Office. There's nothing else of interest in this small secretarial room, so continue on to the President's Office. Inside you'll find a computer where you can upload a fake e-mail and a second Enable Access switch.



2 You now need to return to the West Wing, and the only way is to cut back through the Second Floor Laser Grid. If you've already come through that way, just grab the body you left behind. If you came through the ventilation shaft from the Courtyard, you'll need to lure a guard into the hallway and either KO or grab him, then carry his body with you as you move through the grid. In the next room you'll find another guard and another grid, as well as a computer that can be used to send another fake e-mail.

3 If you haven't taken out the lights in the East Wing Security Room, duck under the security room window and shoot them out now. Then return to the window, access their computer with your EEV, and upload a fake e-mail. If the guards see you, it should be dark enough to gun them down or slip by and reach the door to the Ground Floor Lobby.







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GOALS

Enter the Bank • Find the Name of Lacerda's Panamanian Contact • Determine Who MCAS Bank Purchased Arms For • Steal Bonds • Authorize the Vault Access • Look for Any Suspicious Transaction Records • Plant a Series of False E-Mails

D West Wing (Part II)

The Vault

1 Back in the West Wing, continue past the Treasurer's Office until you reach the door to the Vault door on your left, right by the West Wing Security Room. The security room contains another one of the terminals for Grim's fake e-mail, but there are three guards in the way. You should be able to hack into the computer through the glass door (it's to the left of the raised monitor) by using your EEV. Only one more fake e-mail to go!



2 Hang a right before you head down the stairs to pick up the items that were left for you in a safe deposit box. A computer terminal in the same area has an e-mail you can read, but it's not important unless you failed to complete the Secondary Objective in an earlier mission.





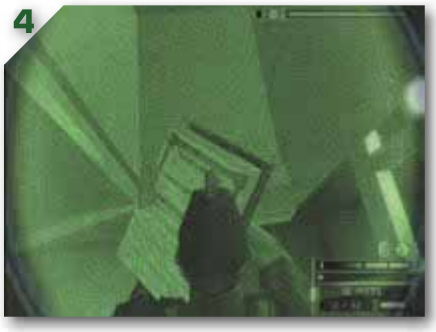
3 The Vault has two locks, so set your telemetric pick on one of them and go pick the other yourself. You need to give the telemetric pick time to catch up, so keep an eye on the red light; if you start picking any of the four tumblers while it's on, you'll be sent back to square one. When the locks are picked, set the charge on the Vault and step back a respectable distance to blow open the vault.





4 The computer terminal at the back of the Vault is the place to start. Here you can download the transaction files (fulfilling a Primary Objective), hack in to send the last fake e-mail, and open the cage to the $50,000,000 in French government bonds. Cram those down your pants and pat yourself on the back for a job well done.





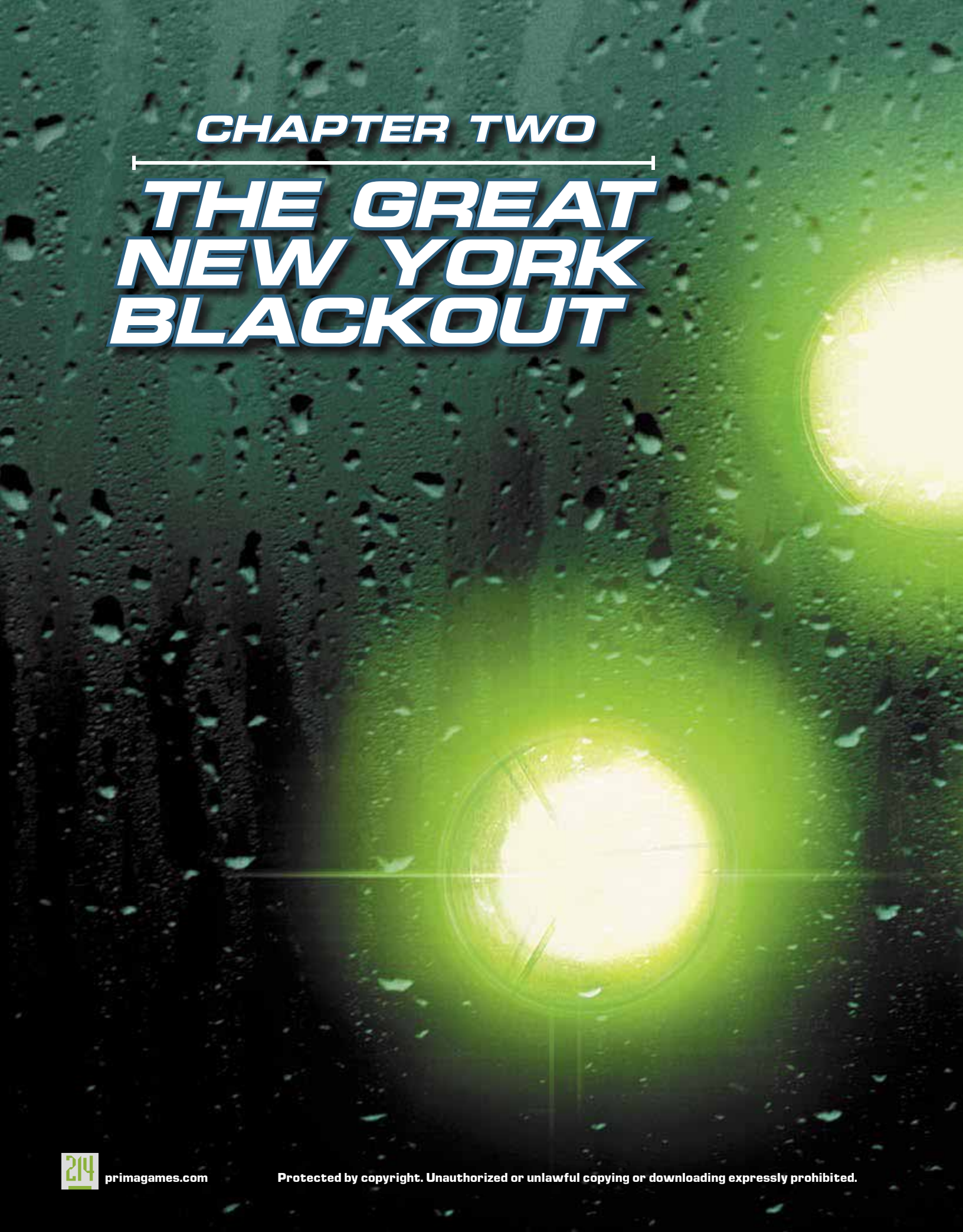
5 When you take the bonds, a laser trap will appear at the Vault entrance. If you don't spot and disable it with your OCP, triggering it will mobilize all the remaining guards on this floor, putting them at high alert. If there are too many to fight, try using a Flash Grenade to stun them, then rush in for a few easy KO's. Alternatively, you could fall back to the Vault and shoot your foes as they enter. To tilt the odds in your favor, use the computer in the back to turn off the lights and activate the sprinklers.

Leaving the Vault area, turn right past the Treasurer's Office and right again towards the lobby. Your destination is the door on the left below the exit sign, which leads to an empty, windowed hallway. The door at the end leads back to the North Wing, beside the roof access ladder. If you shut down the cameras and disposed of the two guards at the entrance, there will be nothing to stop you from reaching your extraction spot at the dark corner where this mission began.





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CHAPTER TWO

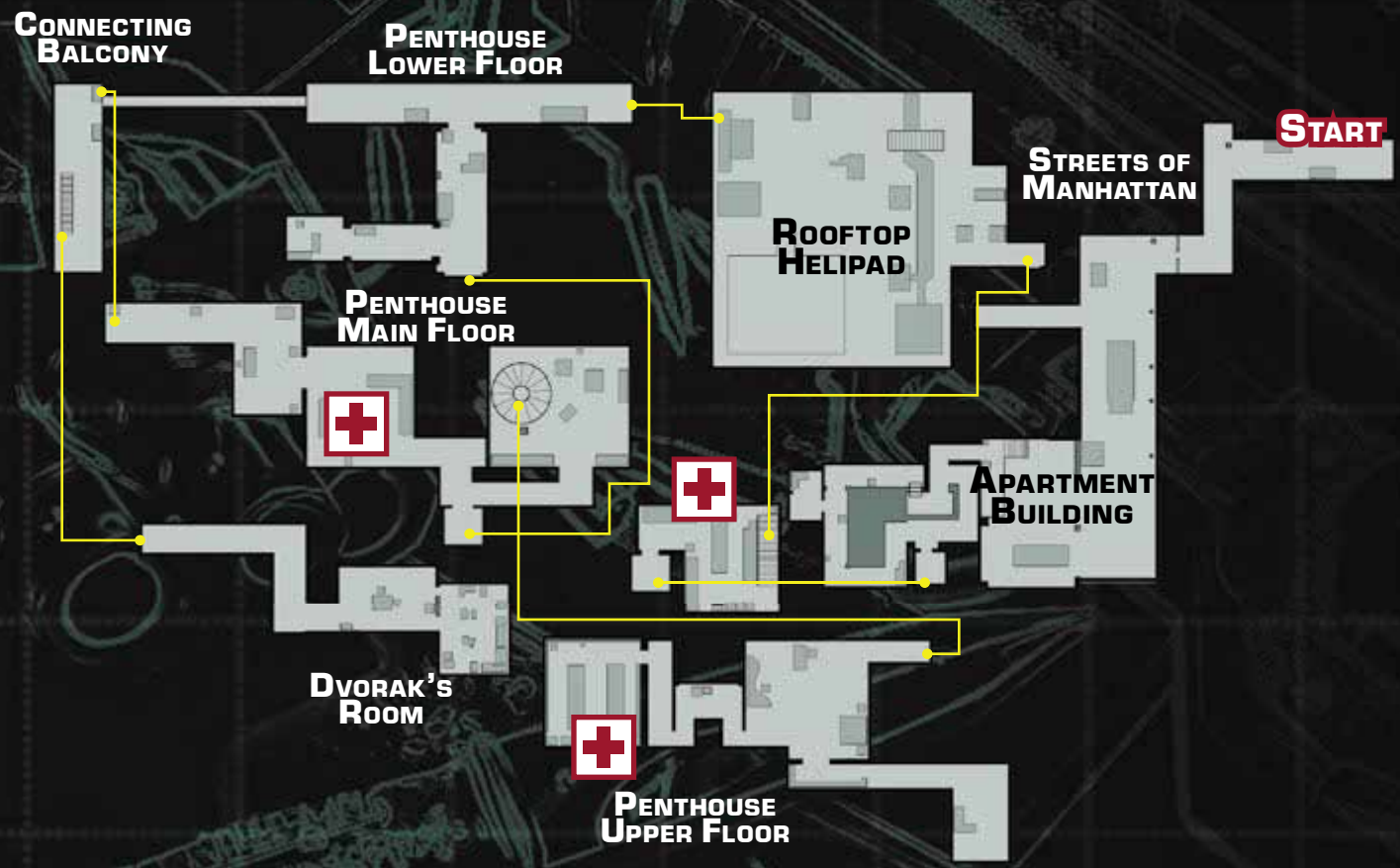
THE GREAT NEW YORK BLACKOUT

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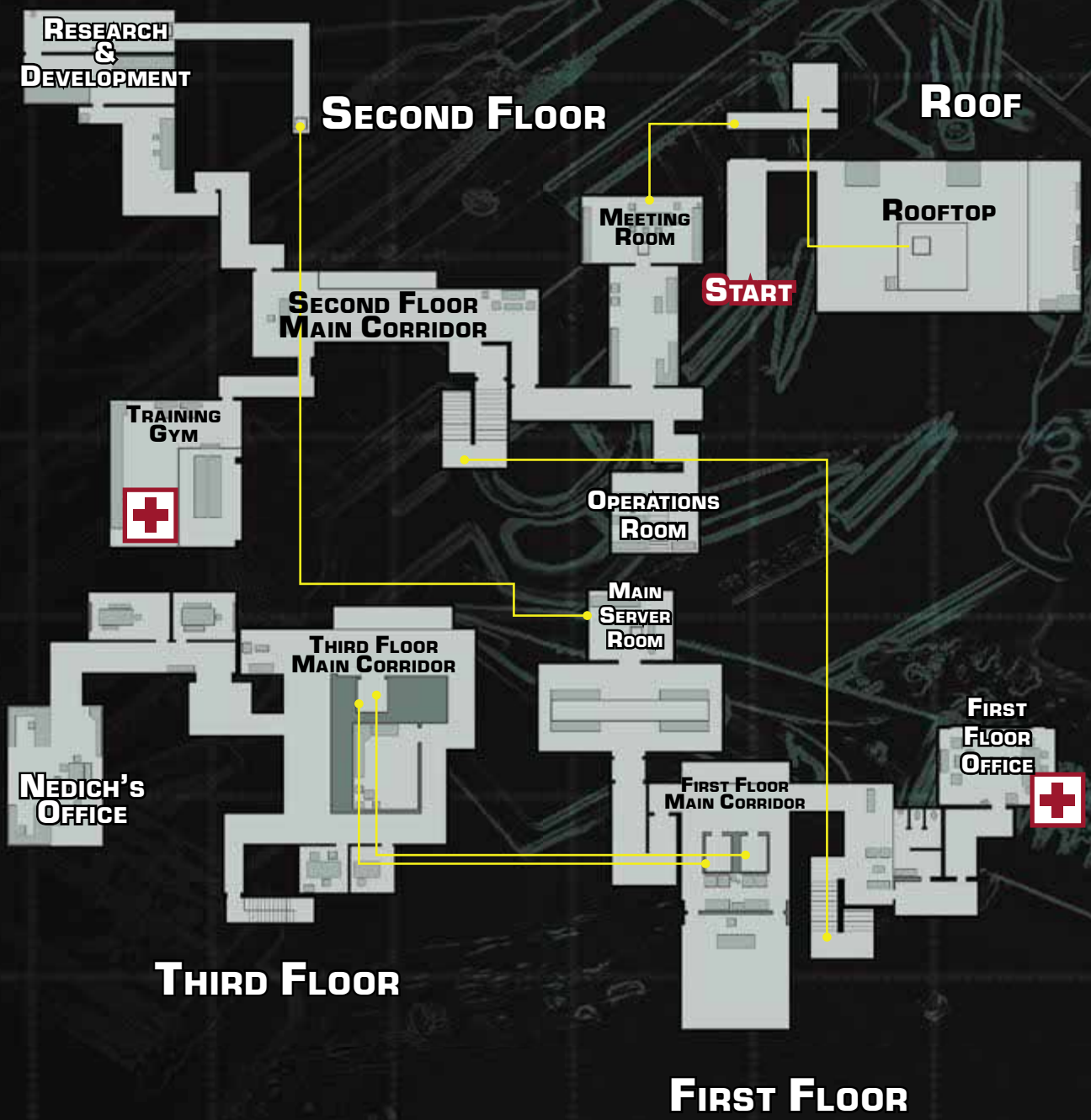
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MISSION 4
THE PENTHOUSE



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MISSION 5
DISPLACE



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SOLO WALKTHROUGH

MISSION 4 THE PENTHOUSE

GEAR

For the first time, two kits come with the 20mm Sniper Attachment instead of the Foregrip. The Sniper Attachment is incredible, but in this level it's next to useless. Long-range sniping opportunities are virtually non-existent, and you can't afford the noise anyway. Since you'll be doing a lot of interrogations here, you don't need much ammo; Stealth is probably your best choice.

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
20MM SNIPER ATTACHMENT	6 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
FLASH GRENADE	x2
SMOKE GRENADE	x2

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2
SMOKE GRENADE	x2

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x4
FRAG GRENADE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Get to Zherkezhi's Penthouse in the Adjacent Building

Zherkezhi's Penthouse Apartment has power, and is connected to the roof by electrical cables attached to the large sign.

- Access Zherkezhi's Server to Determine Who Dvorak Is

Access Zherkezhi's private terminal and find out who Dvorak is. The terminal is probably hidden somewhere near the Master Bedroom.

- Obtain the Missing Transaction Records

Recover any additional information about dealings between Zherkezhi or Dvorak and MCAS Bank in Panama.

- Find Out Who the Mercenaries Work For

The men protecting Zherkezhi appear to be professional mercenaries. Find out who they work for by interrogating any of them or accessing any computer they may have brought.

- Locate Dvorak

Go to the abandoned part of the building across the roof and locate Zherkezhi's associate Dvorak.

- Retrieve a Hardcopy Output for a Single Dvorak Execution Style

Restart the Dvorak computer without overheating it and recover a stack of punch cards that contains the data from its execution cycle.

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GOALS [CONTINUED]

SECONDARY OBJECTIVES

- Discover Who Is in Charge of the Zherkezhi Protection Detail

Some of the guards may know who is in charge of the Zherkezhi protection detail. Ask around.

OPPORTUNITY OBJECTIVES

- Tap the Penthouse Video Cameras

Tapping the security cameras that Zherkezhi has installed will facilitate Echelon's ability to more closely monitor his activities.

BRIEFING

DON'T MESS WITH "THE GUARD"

For the first part of this mission, the opposition will be members of the New York National Guard. They're on your side, whether they know it or not, and Lambert won't be happy if you kill any of them. It's not a mission failure, but your ranking will sink like a stone.

That means you have to use non-lethal techniques only, including KO's, choke holds, and Airfoil or Sticky Shockers only. The National Guard have only been deployed in the streets and the apartment building at the beginning of this mission. After you zip across to Zherkezhi's building, you can resume killing with impunity.

INFRARED CAMERAS

Zherkezhi's Penthouse is well guarded by six cameras, but they're not the sort you're used to. Infrared cameras can see in perfect darkness, making the usual technique of shooting out nearby lights completely ineffective. However, you can now see the cameras' beams whenever you use your Night Vision goggles, making it much easier to stay out of their sight. Like normal cameras, you can disable them with your OCP, but you can't permanently destroy them.





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TACTICS / THE WALKTHROUGH

A Abandoned Building

Streets of Manhattan

1 You begin in an alley outside of the building next door to Zherkezhi's. You'll need to infiltrate this building to reach your true goal, but the National Guard won't make it easy.

Hide behind the picket fence until the patrolling guardsman reaches the end of his patrol route and turns back, then go for the grab. Drag the guardsman into a dark corner for interrogation, where he'll spill the details about his unit's strength.

1



2 Leap onto the fire escape ladder at the end of the next alleyway, then climb a few flights of stairs to a pile of boxes. From the boxes, you can jump to a thin ledge, where Sam can thoroughly abuse his fingers by shimmying all the way down the street, into a side alley, and down a pipe. This will put you inside of the National Guard's secured zone, and allow you to hit them from behind.

2



2





3 Grab the guard commander at the entrance to the alley and drag him into the darkness for a nap. Then go wide around the van, hugging the wall to stay out of its headlight beams. When near the Apartment's carport, wait in the darkness until you see the patrolling guardsman, then douse the closer of the two truck headlight beams with your OCP. That should give you enough darkness to reach and grab or KO the third and final guardsman. Taking him out of the picture is important, because the lights in the carport cannot be disabled, and that's where the door to the Apartment Building is.

3



3



3



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GOALS Get to Zherkezhi's Penthouse • Access Zerhzezhi's Server • Obtain the Missing Transaction Records • Find Out Who the Mercenaries Work For • Locate Dvorak • Retrieve Hardcopy Output • Discover Who's in Charge of Detail • Tap Penthouse Cameras

Apartment Building

1 Two more guardsmen have been stationed in the Apartment Building's lobby. To your left, you'll see one of them repairing the elevator. The other guardsman patrols in a loop around the hallways to the right, and you'll need to contend with him if you choose to explore any further. There are only a few light sources in the lobby, all of which can be easily doused, so sneaking up on him isn't too tough. But there isn't much point to it, since your only business here is with the elevator.

2 You can wait for the guardsman to finish the repairs if you like, but you can also get inside, climb through a hatch above it, and climb your way to the top. To get past the guardsman, either OCP out the light and sneak into the elevator while he's distracted, or grab him while he's fetching a tool or working on the control box. If you go for the grab, you'll need to approach with your gun drawn, as there is no ambient noise in this area.

3 The elevator will kick into action while you're climbing, but it won't hurt you if you slide on top of it. The elevator always stops at the top floor, where there's one guard between you and the roof access stairs. Turn on your thermals before you hit the door open button, because he's often waiting right outside. When he moves on, slip out of the elevator and OCP the fluorescent lights. That should allow you to get behind him or just get past him, whichever you prefer. Don't miss the Med Kit!













Rooftop Helipad

1 Your goal here is to get to the other side of the neon NYC sign, where you can zip across a power cable to Zherkezhi's Penthouse. The only problem is the helicopter load of guardsmen who have just arrived on the scene. Fortunately, they're widely scattered and easily distracted by your shooting out the area lights (which is perfectly safe with all the noise generated by the helicopter). The easiest path is to turn left from the entrance and left again through a small passage. Circle around the helicopter shooting out all the lights in your path. You'll remain in darkness while confused enemies follow your trail, allowing you to get behind the sign without incident.





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TACTICS: THE WALKTHROUGH

B ZHERKEZHI'S PAD

PENTHOUSE - LOWER FL.

1 A lonely mercenary wanders this dark balcony, and it's oh-so-tempting to do a pull-down kill from the railing. But Lambert wants to know who the mercenaries work for, and this loose-lipped merc is more than happy to spill it. A successful interrogation completes one Primary Objective (find out who the mercenaries work for) and begins a new Secondary Objective (discover who is in charge of the Zherkezhi protection detail).

1



2 There are two routes from here. You can go inside and finish this floor, or go to the end of the balcony and take a ventilation shaft directly to the Connecting Balcony. Finishing out this floor and moving up to the next one is a more direct route for fulfilling your objectives, but you always have the option to approach things from a different direction if you get stuck.

2



3 When you step through the doorway you'll see a guard fixing another twitchy elevator. Sneaking behind him for the grab is the obvious strategy, but it's a terrible one here; there's a guard through the hallway to the right that comes this way periodically, and he'll see you in the light. Instead, wait in the darkness in the middle of the room until the second guard appears, and grab the newcomer first. Go ahead and take out the elevator repairman afterwards, since the doors will open after a certain amount of time whether he's alive to see it or not.

3



4 At the end of the hallway you'll find a computer with some architectural plans that your Third Echelon team wants to analyze. Hack in and download them to fulfill a Bonus Objective.

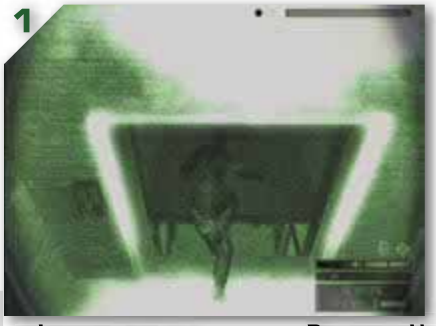
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PENTHOUSE: MAIN FLOOR S.

1 The elevator doors should be open now, though the elevator itself remains out of service. Mantle your way into the car and then pull yourself through the hatch in the roof and up to the Penthouse's Main Floor.

1



2 Look to your right to spot the first of six infrared cameras in this area. Your Night Vision goggles will reveal the range of the camera's beam, which is so wide it leaves no possibility of sneaking beneath it. Nevertheless, this mission's Opportunity Objective involves tapping the cords that run underneath each camera, so you'll have to try. Get close, OCP the camera, dash in for the tap and dash out as soon as it's finished. You have just enough time to pull it off without being noticed.

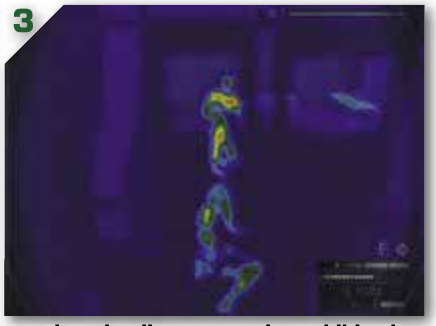
2



3 That leaves you outside a double glass door to a living room manned by a lounging guard. He's not asleep, so you can't sneak in without him noticing. But you can lure him over to you and take him out with a Door Bash, glass doors or not. He can't hear your whistling through the glass, but a gunshot will get him off his ass in a hurry.

4 Tap the camera inside, then OCP it and dash up the spiral staircase.

3



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GOALS Get to Zherkezhi's Penthouse • Access Zerhzezhi's Server • Obtain the Missing Transaction Records • Find Out Who the Mercenaries Work For • Locate Dvorak • Retrieve Hardcopy Output • Discover Who's in Charge of Detail • Tap Penthouse Cameras

Penthouse: Upper Floor

1 Zherkezhi's bedroom is unguarded, so all you have to fear is the infrared camera on the stone wall. OCP it, then run to the computer desk (when the camera comes back online, you'll be out of its range). Download the files Lambert wanted, then OCP the camera again and move in to tap it.





2 Zherkezhi's closet (to your left when facing the camera) leads to an unguarded security room. The computer records will inspire a new primary objective, and Grim will be able to unlock the magnetic door from here. Don't think you're done in this area, though! Those willing to continue can make progress on two Optional Objectives by continuing to the greenhouse.





3 Move along the stone wall, heading away from the closet. After passing through a small lounge you'll find a long tunnel that ends at the door to a greenhouse. You can't do anything about the lights here, so crouch-walk to stay below the window and keep your noise level down so as not to interrupt the guards' conversation. When they're done, whistle at the door to lure them out, then run down the hall until the dark spot where it meets the lounge. Open the lounge door, step in a ways, and whistle again. Then back up into the dark spot of the hallway. That should be enough to lure the one guard into the lounge while the other returns to the greenhouse. Grab the guard as he enters the lounge and interrogate him to complete this mission's Secondary Objective.







4 Sneak back to the greenhouse and either lure out the other guard or just open the door and shoot him. You can tap the fourth infrared camera (immediately to your right as you enter) and heal up at a Med Kit place along the left wall.





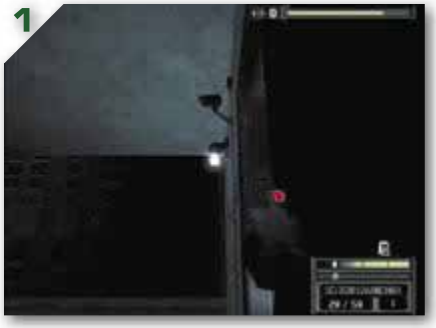
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TACTICS: THE WALKTHROUGH

Penthouse: Main Floor N.

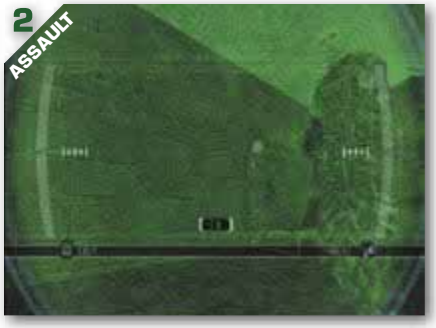
1 Now you have to backtrack all the way back to the part of the Main Floor where you first entered Zherkezhi's apartment, at the elevator shaft. (Don't forget about the three cameras on the way!) This time continue past the elevator and into Zherkezhi's kitchen, where you can find yet another Med Kit.

2 Squint through the glass of the door to make sure that neither of the patio guards are facing your way. Then open the door and shoot out the light bulb to your right, just below the camera.



!!! Assault Tactic

If you want to take out the guards, stay in the doorway and fire a Sticky Camera into the railing. You should be able to lure over and gas at least one of them. The distraction will make it easy for you to move below the camera and shoot the other. Don't forget to tap the camera afterwards.



!!! Stealth Tactic

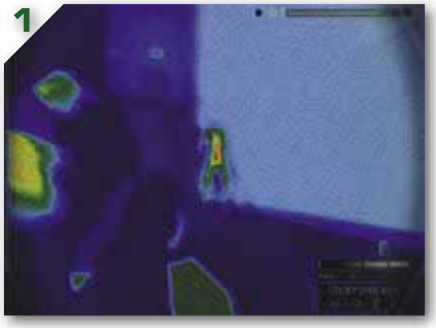
If you prefer to avoid conflict, run towards the camera and tap it. If the guards don't catch a glimpse of you and come to investigate, whistle them towards the camera, then jump over the balcony railing. Shimmy past the guards and pull yourself up behind them and out of camera range, then run to the end of the balcony.



Connecting Balcony

1 Hop the balcony railing and slide down the pipe to the Connecting Balcony that you can also enter directly from the ventilation shaft at the beginning of this area. Don't miss the guard lurking at the top of the stairs; if you can't hit him from here, make some noise to lure him closer. When the coast is clear, sneak behind the final infrared camera and set your tap, completing this mission's Opportunity Objective.





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GOALS Get to Zherkezhi's Penthouse • Access Zerhzezhi's Server • Obtain the Missing Transaction Records • Find Out Who the Mercenaries Work For • Locate Dvorak • Retrieve Hardcopy Output • Discover Who's in Charge of Detail • Tap Penthouse Cameras

Dvorak's Room

1 The door at the top of the stairs leads to the mysterious Dvorak's Room after a long hallway. There are no enemies here, just a doddering old man who will tell you what you need to know if you ask him enough times. After several conversations between him, you, and the voices in your head, you'll get a new objective: Retrieving hard copy output from the ancient computer here. Note that if you've failed to complete the "Find Out Who the Mercenaries Work For" mission, you can finish it off by accessing the computer here.



2 The old man will help you get the output cycle going, and it isn't difficult to do. Start up the main server, and then while he works three of the terminals, you work the other three. When a terminal lights up and starts to buzz, just switch it, and wait for the next one to click on. If you fail, you can try again without penalty. You can pick up the hard copy on the other side of the room, near the old man's terminals.



3 Exfiltration will require you to go all the way back to Zherkezhi's living room. That means climbing back up the pipe in the Connecting Balcony, shimmying along the balcony to avoid the guards (if you left any alive), and cutting through Zherkezhi's kitchen. Drop through the elevator hatch and you're out of here.





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SOLO WALKTHROUGH

MISSION 5 DISPLACE

GEAR

You can't kill anyone this entire mission, so the Assault Kit isn't even available. Ammo is absolutely useless, so the only downside to the Stealth Kit is that you don't get the Flash and Smoke Grenades that come with Redding's Recommendation. But you do get non-lethal Gas Grenades (fired through the SC-20K Launcher), which are fantastic. Stealth is definitely the choice here.

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2
SMOKE GRENADE	x2

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x5
GAS GRENADE	x3
AIRFOIL ROUND	x3



SC-20K w/ LAUNCHER ATTACHMENT



SC-20K w/ FOREGRIP ATTACHMENT

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Retrieve the Server Access Algorithm

Recover Displace's central server access algorithm by hacking the laptop of the executive in the Meeting Room or checking for a backup in the Training Area.

- Access the Central Server in the Server Room

Access the central server to determine if Displace is complicit in Zherkezhi's possible crimes. Find a way in through the R&D Section.

- Discover Who Is in Charge of the Zherkezhi Protection Detail

Search Displace's servers to find any information about the Zherkezhi protection detail and who is in charge.

- Don't Kill Anyone

Displace must not discover that intelligence operations are active against them. Killing anyone during the mission will result in immediate mission failure.

- Find Information Linking Displace and Zherkhezi

User "MNedich" has removed files relating to the Zherkhezi protection detail from the central server. Check his personal computer in his office on the top floor.

SECONDARY OBJECTIVES

- Discover the Real Identity of Milan Nedich

Third Echelon's files draw a blank on the name Milan Nedich, Displace's VP of Protection Services. Find out what his real identity is.

OPPORTUNITY OBJECTIVES

- Insert Tracer Programs into Displace's Division Servers

Grimsdottir will be better able to monitor Displace's activities if you can insert tracer programs into the small servers in each of Displace's divisions.

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GOALS

Retrieve the Server Access Algorithm • Access the Central Server • Discover Who Is in Charge of the Zherkezhi Protection Detail • Don't Kill Anyone • Find Info Linking Displace and Zherkezhi • Discover Milan Nedich's Real Identity • Insert Tracer Programs into Servers

BRIEFING

SECURITY OVERVIEW

Displace International uses the same four alarm system you've encountered in past missions, complete with normal (non-infrared) cameras like those seen at the MCAS Bank. One new twist in this area seems to be an increased level of communication between guards. Even if an enemy can't get to an alarm button, they can call in a security breach within seconds, remotely triggering an alarm. Make sure that if you're seen you KO your foe immediately!

THOU SHALT NOT KILL

These Displace guys seem like a bunch of jerks to me, but Lambert is pretty adamant that you not kill them. Unlike killing National Guardsmen, which only got you a stern talking-to and no pudding after supper, killing someone here is an instant mission failure. Fortunately the many blind corners in this building combined with the cover of darkness cast by the power failure have made it quite easy to get close enough to foes for a left trigger KO. This should be your primary mode of attack here, and you'll find it surprisingly effective. Even if an enemy several feet away spots you, you can usually reach him and knock him out before he can draw and fire his weapon.

A HIGHER CLASS OF FOE

Displace doesn't charge the big bucks because they're a bunch of chumps, and you'll find the enemies here are a class above Panamanian rent-a-cops and Lacerda's thugs. For one thing, they're incredibly attentive; any change you make to the environment will be noticed immediately, so close doors behind you and don't think you can shut off a light without arousing suspicion.

Another problem is that they're pretty familiar with your tricks. Gas Grenades can surprise them, but no one falls for the Sticky Camera clicker here. That doesn't mean you can't effectively use the Sticky Camera for KO's, just that you'll have to fire it in their path and gas them when they pass.







TACTICS / THE WALKTHROUGH

A Second Floor

Infiltration

1 You begin on the roof, where your goal is to deactivate a ventilation fan and rappel into the heart of Displace International. Don't be in a hurry to shut off that fan, though, as the racket it makes will mask any misstep Sam makes as he deals with the two guys on the roof.

The first will leave the well-lit machine area for a patrol, and it should be a snap to grab and interrogate him. Bloodthirsty players should remember the no-kill rule, and keep their knives sheathed when it's time to end the chat.

The entrance to the machine area is very bright, so skip the door and climb over the fence at a shadowy part. The technician here has nothing to say, so a solid left trigger smack will do fine. Use one of the big machines to shut off the fan.

2 You're not in yet, though. You have to pick the lock on the trap, and then select "Rappel on Wall" at the pole just outside the trap door. (It's way too far to jump unsecured.)







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TACTICS: THE WALKTHROUGH

Infiltration

[CONTINUED]

3 A network of shafts will lead to another trap door, this one over a Displace International meeting room. Do not open it, or you'll be starting this mission under heavy fire and with an alarm over your head. Instead, use the Optic Cable to observe the proceedings and get your first look at the briefcase-sized laptop that contains the server access algorithm.





Meeting Room

1 Lower yourself down to the Meeting Room once they've vacated, and enjoy a surprisingly detailed slide show about electrochromic windows (select Switch Object to advance the slides). This has little to do with your mission, but it's a pretty compelling pitch, and you can see it in action when you hit the switch by the door. Fortunately, there's no one on the other side to see you, so you can leave Sam standing there for as long as it takes to run out and remodel your home with electrochromic windows (at a current cost of roughly $125 per square foot).

2 All that you'll find in the lobby area outside the meeting room is a computer with a piece of junk e-mail. The hardwood passage at the end of the hall leads to both the Operations Room (to your left) and the 2nd Floor Main Corridor.







Operations Room

1 There's always at least one guy using a computer when you enter the Operations Room, so sneak up and try to grab him when you can (this isn't as hard as it looks, since he rarely looks to either side). He'll reveal the Main Corridor door code upon interrogation.

Both computers here can be hacked. You can upload Grim's tracer from the one at the highest level, and gain information relevant to a Primary Objective from the lower terminal. All in all, a very lucrative trip.







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GOALS Retrieve the Server Access Algorithm • Access the Central Server • Discover Who Is in Charge of the Zherkezhi Protection Detail • Don't Kill Anyone • Find Info Linking Displace and Zherkezhi • Discover Milan Nedich's Real Identity • Insert Tracer Programs into Servers

2nd Fl. Main Corridor

1 Keep your ears peeled as you approach the lock, because when Julian says he's going to open the windows, he means electrochromicaly, and the entire wall to the right of the door will turn to glass. For obvious reasons, you don't want to be standing behind it when that happens!

Give them a second or two to move on, then unlock the door and follow. Hug the left side of the corridor, where it's darkest, all the way to the open doorway. You can use your EEV to hack into the briefcase from here, but only through the doorway, not through the glass. Their conversation won't last long, so you need to hack quickly; take your best guess after the first two or three numbers are revealed.









2 Don't worry if you can't get it done in time, because you can find the same data on a computer in the Training Gym. But if you insist on getting the info from the briefcase, you can follow the pair back to the Meeting Room when their conversation ends. You'll need to stun or KO Julian (the Displace executive), but Tom from the city isn't capable of sounding any alarms and will freely submit to interrogation. (Though really, it's less an interrogation than it is an unsolicited lecture from Sam about the fall of Rome.)



3 From the 2nd Floor Main Corridor you can take the stairs down to the First Floor or continue on to the Training Gym and Research & Development. Our Primary Objectives will take us to the First Floor later anyway, so it makes more sense to finish off this floor first.

Before you pass the glass divider from which you scanned the briefcase, kick on your EMF Visors and scan for the camera here. OCP it before you cross the floor.



4 You can't avoid passing through a few bright spots, which will likely catch the attention of the guard at the desk behind the glass doors. That's, fine, though; you can hide in the darkness beside the door, and when he comes out to investigate (heading towards the light) you can grab him from behind. Drag him back to the office, and use his eyes to trigger the Retinal Scanner at the door to Research & Development. If you're attempting to satisfy Grim's Opportunity Objective, drop the body for a moment and head into the Training Gym first.





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TACTICS: THE WALKTHROUGH

Training Gym

1 After passing through an empty locker room, you'll end up in a large Gym where one guard is running on a treadmill while the other uses a PC. You can retrieve the server access algorithm here if you couldn't get it from Julian's briefcase, but otherwise your only business is uploading the second of Grim's tracers.

!!! ASSAULT TACTIC

If you insist on dropping these two guys, you can sneak past the guy on the PC and yank the other right off of his treadmill, which is oddly satisfying. You can then fire an Airfoil Round into the back of the other guy's head, or leap over the railing and beat him. As an alternative, you can turn out the lights at the entrance and then knock out the guards when they come over to investigate.

!!! STEALTH TACTIC

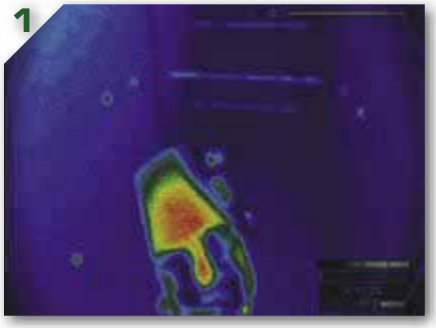
You can actually reach the computer without being noticed quite easily. In addition to sneaking along the wall, you can jump up to the pipe that runs along the roof and crawl hand-over-hand on that until you reach the computer.





Research & Development

1 The entrance to R&D is guarded by both a retinal scanner and a hallway full of laser tripwires. The guard at the desk solves both problems–squash his face into the scanner and then haul his body along to deactivate the lasers. If you KO'd him, you'll have to hack in instead.



2 Displace has two employees stationed in this area, and maneuvering here is very difficult if they're up and around. Fortunately, there are two good ways of clearing the room.

!!! ASSAULT TACTIC

You can't go wrong with the classic light switch trick; turn off the lights, wait for employee one to go turn them on, and pop him one. Employee two will follow shortly, another blind lamb to the slaughter.



!!! STEALTH TACTIC

If you chose the Stealth Kit, this is a good opportunity to play with your Gas Grenades. Shortly after you enter the room, the employee in the entrance area will move into the well-lit Observation Room to confer with his colleague. Get as close of a look at them as you can without stepping into the light, then fire a Gas Grenade at their feet for a no-muss, no-fuss double takedown.



3 To complete this mission's Bonus Objective, hack into the computer in the Observation Room and download the Turret Performance Report. Then go check out its performance by stepping into the adjacent firing range. Shut down the turret if it's firing and crouch-walk under the bulletproof glass to reach the exhaust vent at the end. Jump up and grab the rim to pull yourself into a ventilation shaft.



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B First Floor

The Main Server

1 When you use your rope at the end of the shaft, you can rappel down to Displace's Main Server. Use your stolen algorithm to crack that baby open, and then get ready for a few surprises.



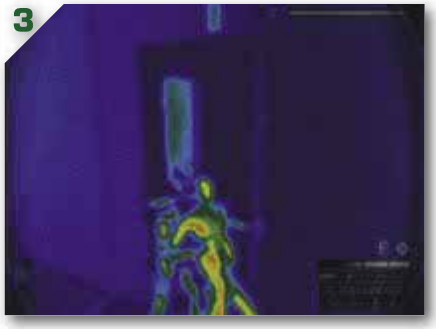


2 When the power comes back on, you'll find the server room lighting up like a Christmas tree, and hear the approaching footsteps of the server maintenance guy. There is nowhere in here to hide, so hop back onto your rope and pull yourself up. Hang out until the server guy starts working on the computer, then drop back down and interrogate him. Dump the body in the alcove behind the shielded wires, where it won't be immediately visible to the guard outside when the doors open. Speaking of the doors, they open automatically when you approach them, so keep your distance! And don't hit the switch on the wall; it doesn't toggle the lights, just the electrochromic windows.





3 When you're ready to deal with the guard outside, step beside the doors to open them. You can either fire a Sticky Camera through them or wait for the guard to wander in for a beating. The door on the other end is the one on the first floor that previously lead to a dead end.



1st Fl. Main Corridor

1 That door connects to the Main Corridor, where one guard prowls and another sits at a reception desk. Everything is overseen by a camera, and even hitting a guard with a long-range weapon will ring an alarm if it's in the camera's field of vision. Did I mention there is no way to disable the many light sources? Clearly, this is the worst possible place to get in a fight. Use your Optic Camera to scan for the guard and, if the coast is clear, open the door and take an immediate right turn, passing the elevators on your left. Hug the wall to avoid the camera.



2 The much darker lobby area is a far better place to make your stand. Only the guards can pass through the doors on either end to the room, but you can pull yourself over the divider and, if you time it right, drop directly on the desk guard for an easy KO. Now it's just a matter of flushing out the roving guard and disposing of him with a non-lethal method of your choice. Leave by hugging the wall on the opposite side to avoid the camera yet again.





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TACTICS: THE WALKTHROUGH

1st Fl. Main Corridor [CONTINUED]

3 Your Primary Objectives are all on the Third Floor, and the elevator is back in service. But if you want to finish off Grim's Opportunity Objective, you'll need to spend a bit more time on this floor. Head down the hallway, walking past the stairs to the second floor and through a series of hallways that end at a door with a glass window. Wait there until a guard approaches (he'll come right up to the door) and then Door Bash him for an easy and relatively quiet KO.

4 If you approach with gun drawn to maintain your silence, the employee in the large office beyond the hall should be seated at his computer, just begging to get grabbed and choked. Upload your last tracer and heal up with the Med Kit in the corner by the bulletin board.

5 Back in the Main Corridor, OCP the camera above the elevators, then move in and hit the Call Elevator button. You're going up.













C Third Floor

3rd Fl. Main Corridor

1 There is no camera in the usual position above the elevators on this floor, but don't be careless, as there are a pair of enemies within earshot. From the elevator, head to the left (your left, not Sam's) and hide behind the plant at the edge of the hallway. From here you can listen in to the guards as they reveal the door code to the executive suites.



CONTINUES NEXT PAGE

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3rd Fl. Main Corridor

[CONTINUED]

2 You can now head in the other direction, towards the executive suites, since there isn't much of interest elsewhere in this area. But if you want to take out these two guards for safety's sake, follow them down the hallway, and flip the light switch as you pass it. The guards will come back this way soon, and you can clock them in the darkness. Interrogation the guards and searching the offices here are both a waste of time; doing either will get the exact same door code again.

2



3 From the elevator, go the opposite direction, then turn left and head towards the dark area with the automatic door. Don't pass through that door until you've used your OCP to disable the camera on the other side! After passing a through another automatic door on the other side you'll reach the entrance to the executive offices.

3



Executive Offices

1 Entering the door code (2346), and douse the lights in the dark hallway that follow. You should hear voices through the second door on the right, and if you listen carefully to the conversation (by standing outside the door or using an Optic Camera), one of the two employees inside will reveal Nedich's identity, fulfilling your Secondary Objective.

1



1



2 They can't be interrogated and there's nothing of interest in the office, so leave them be unless they try to come outside. If they do, pop one with a Door Bash then hide behind the doorway and KO the other as he passes (enemies almost always head towards the light switch).

2



3 The door at the end of the hall is Nedich's office. You can hack the keypad to get in, or try 2609, the code you can learn in other versions of the game. All the data you want is on the computer to your right as you enter. That includes your final Primary Objective, and the Fire Door key code (3485).

3



4 Don't forget to disable the camera outside of the Executive Offices on the way out! If you left the guards standing, make sure the coast is clear before you make a U-turn to the right and enter the door at the end of the hallway. The Fire Door beyond it leads to the roof, where the extraction team is waiting.

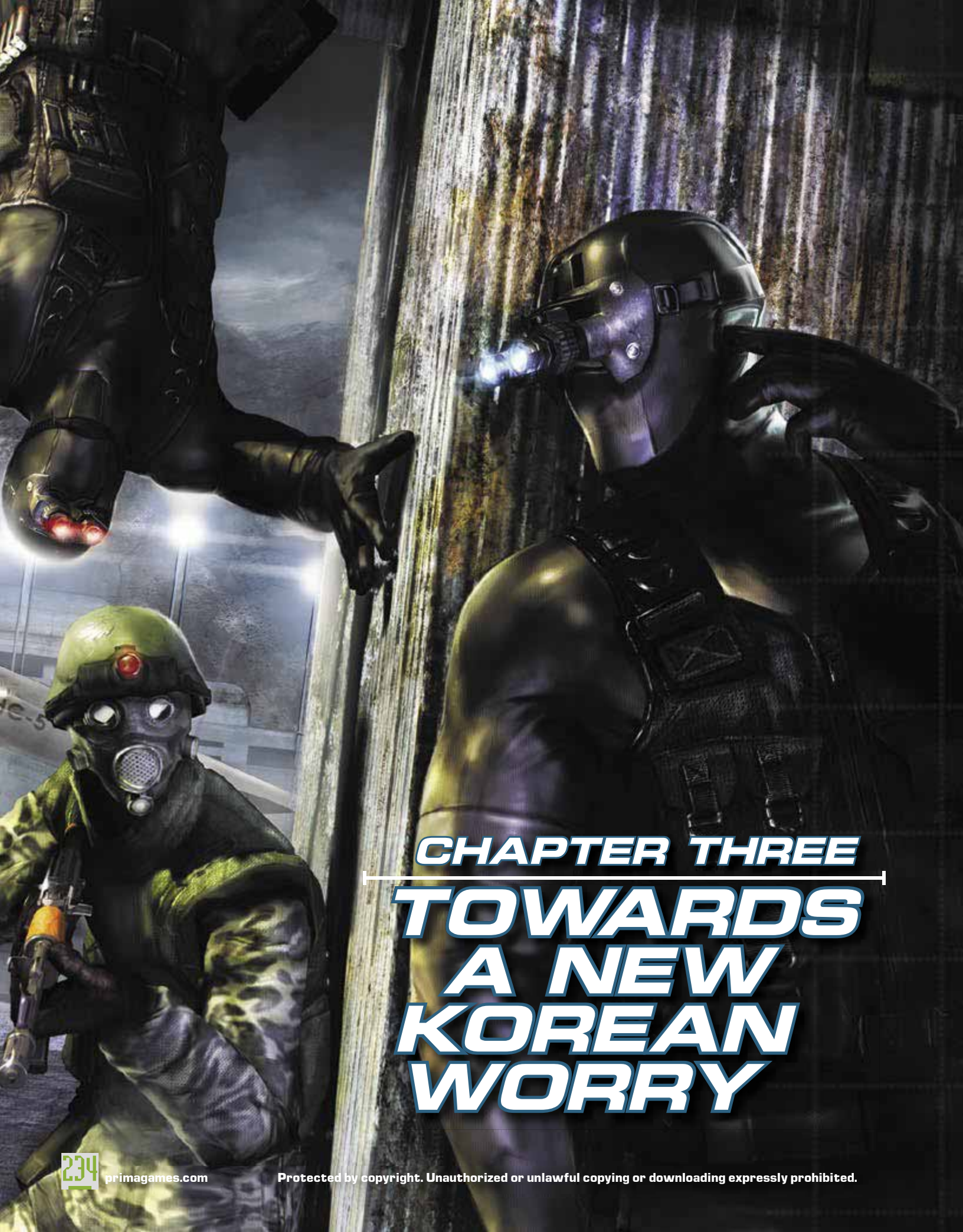
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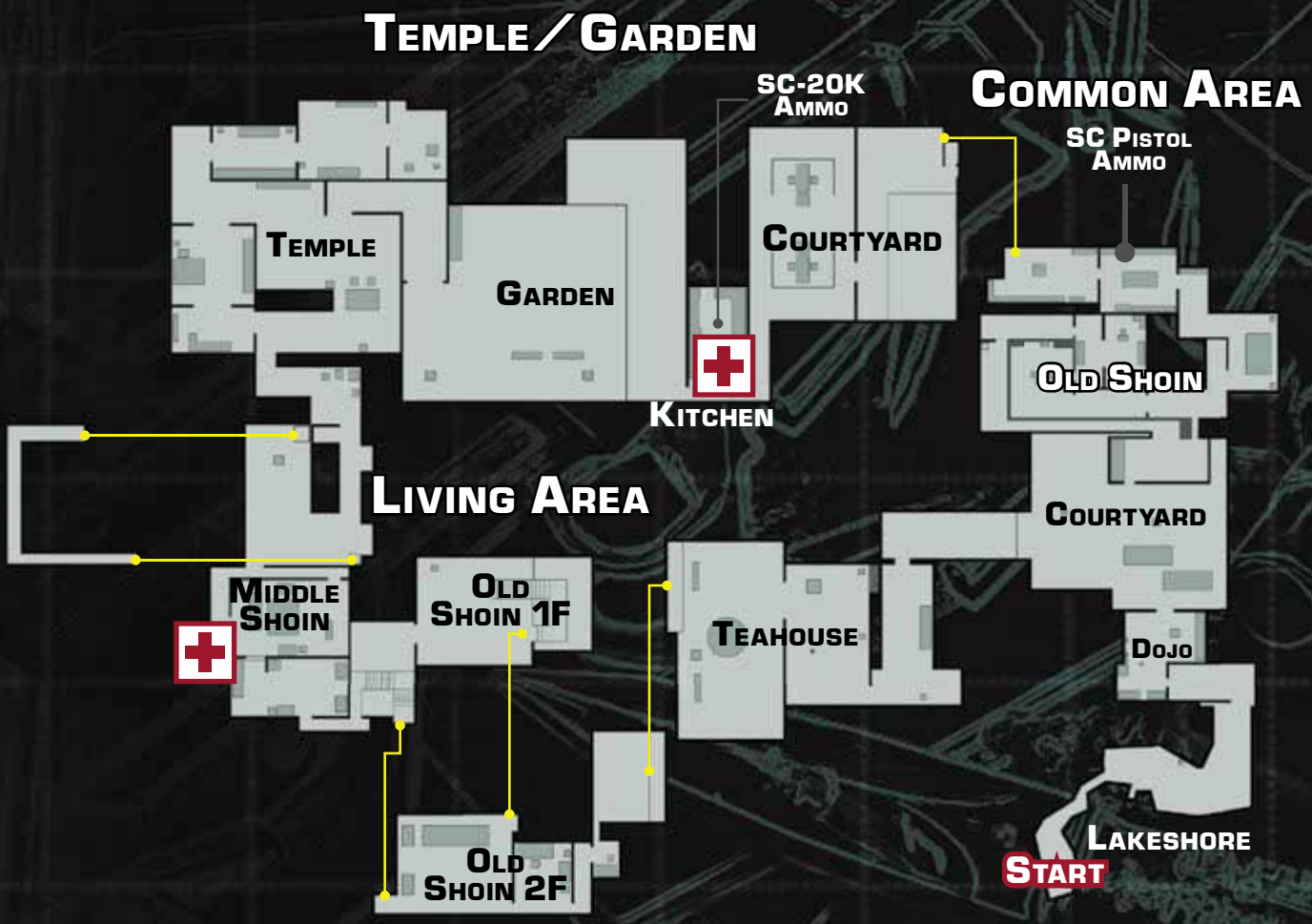
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CHAPTER THREE
TOWARDS A NEW KOREAN WORRY

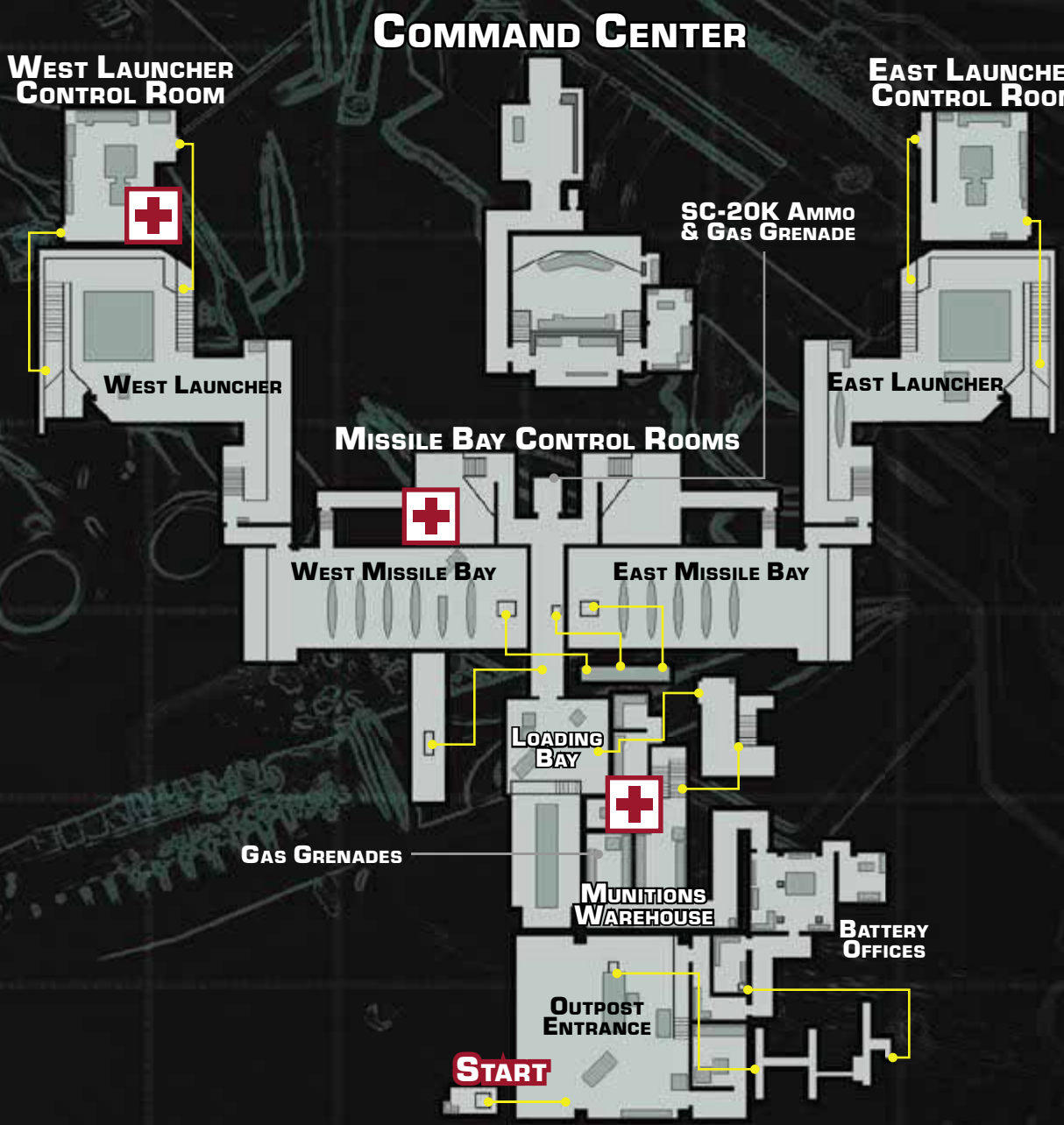
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MISSION 6
HOKKAIDO



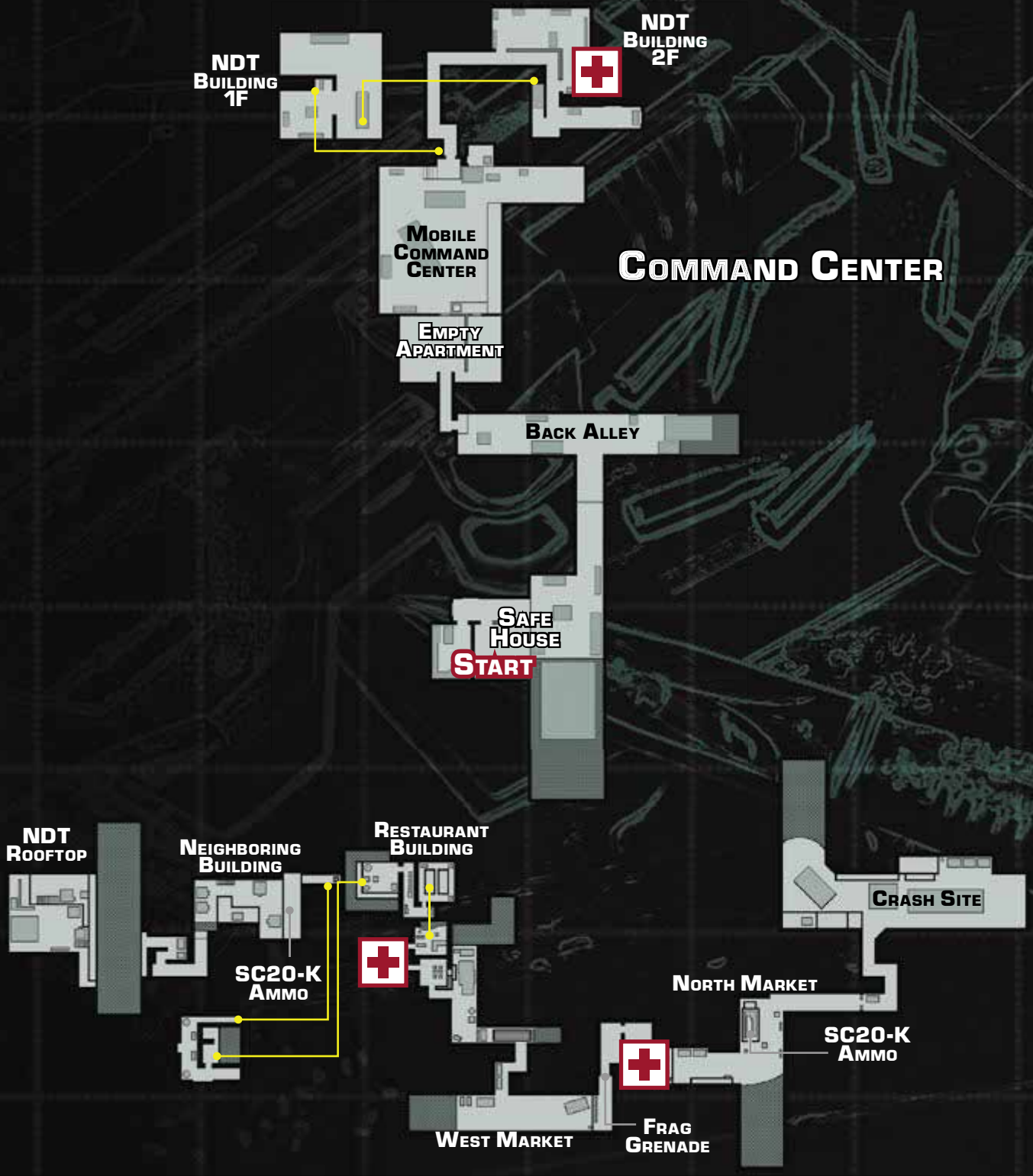
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MISSION 7
THE BATTERY



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MISSION 8
SEOUL



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SOLO WALKTHROUGH

MISSION 6 HOKKAIDO

GEAR

If you can't wait to start killing people again after the bloodless Displace mission, this is a good time to take the Assault Kit. The Sniper Attachment comes in handy in a few places; with no alarms to worry about, you can really have fun with it. Unfortunately, you pay a high price for the Assault Kit: no Sticky Shockers nor any Flash, Gas or Smoke Grenades, any of which would be great in the confrontation with Nedich.

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
AIRFOIL ROUND	x3
FLASH GRENADE	x2
SMOKE GRENADE	x3

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x3
GAS GRENADE	x3
AIRFOIL ROUND	x3
SMOKE GRENADE	x3

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x3
FRAG GRENADE	x3
WALL MINE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Eliminate Milan Nedich

Milan Nedich is complicit in Zherkezhi's plans, and may be leading a rogue faction within Displace International. Exercise any opportunity to eliminate him.

- Abduct Abrahim Zherkezhi

Abrahim Zherkezhi's weaponized algorithms are extraordinarily complex. Abduct him so that Third Echelon can interrogate him for information about his methods and plans.

- Eliminate Douglas Shetland

Shetland murdered Zherkezhi to cover up information that could prevent a world war. He is also trading in classified weaponized algorithms. Exercise any opportunity to eliminate him.

SECONDARY OBJECTIVES

NO SECONDARY OBJECTIVES IN MISSION 6.

OPPORTUNITY OBJECTIVES

- Retrieve the Hidden Microphones

Admiral Otomo's I-SDF has been monitoring Displace's activities. Their agents have left detectable microphones on site. Locate and recover them to maintain OPSEC.

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GOALS

Eliminate Milan Nedich • Abduct Abrahim Zherkezhi • Eliminate Douglas Shetland • Retrieve the Hidden Microphones

BRIEFING

PAPER WALLS AND MORE

Japanese architectural oddities will torment you at every turn in Hokkaido.

• Hallway floors are made of loose wood boards that are designed to be noisy. Walk with a weapon drawn to stay quiet.

• Some walls are made of paper, and light sources will project shadows right through them. That makes dousing lights all the more important, for you never know who might be seeing your shadow. Of course, being able to see enemy shadows from the dark side of a paper wall is a huge advantage. Regular guns can shoot through some walls, and the Sniper Attachment can rip through them like, well, paper. In some areas, you can even grab enemies through them!

• The design of this building is bizarre. There are a half dozen courtyards, rooms connect with each other in odd ways, and it can be very easy to get confused. Fortunately, the furnishings get progressively more modern as you proceed, so as long as you feel you're going forward in time, you're on the right track.



ALARMS AND FATALITIES

This mission is almost the exact opposite of the last one. There are no alarms, so you can feel free to play with loud weapons like Frag Grenades and the Sniper Attachment. There are no civilians here, and now that it's clear where Displace's loyalties lie, Lambert won't care if you spill a little blood (although that will stop you from getting the highest possible ranking, of course).



TACTICS / THE WALKTHROUGH

A THE COMMONS

DOJO / COURTYARD

1 After ducking under a log, you'll see a guard standing bold and alone on a distant rock formation. If you took the Assault Kit, this is the chance to play with the Sniper Attachment that you've been waiting for. Switch attachments, zoom in on him, and bang! Didn't it feel even better than you thought it would?

If you took some other kit you should snipe him all the same, but with a Foregrip-equipped SC-20K. There's no way you're getting over these rocks without him noticing.

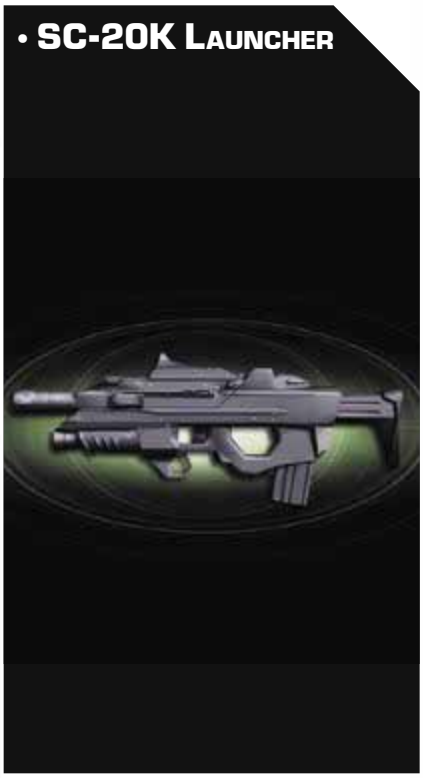


2 It's not a bad idea to shoot out the wall light inside the Dojo. That will give you a good fallback position in the hallway, and you can then stand at the back wall and whistle to lure over the dojo guard. Step into the hallway so you can get behind him, then interrogate him to learn Nedich's whereabouts.





• **SC-20K LAUNCHER**



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TACTICS: THE WALKTHROUGH

Dojo / Courtyard

[CONTINUED]

3 Blow out the candle before you open the door (if you have confidence in your Pistol skills, you can shoot it out too). There's one guard in the Courtyard, and he'll either be leaning against the back of one of the SUVs or on his way into the Dojo to see what happened with the candle. Either way, it should be easy to sneak up on him from a dark spot, or simply put a bullet in his head.





4 If you didn't complete the Secondary Objective in the last mission ("Discover the real identity of Milan Nedich") you get another chance here. Get behind the SUVs and scan the rear license plates with your EEV. Redding will have everything he needs after the second scan.



Old Shoin

1 The door to the building across the Courtyard is brightly lit from within, making a subtle entrance difficult. A far better choice is to climb in through the window behind the building and to the right. The window entrance will also put you close to a small ventilation shaft along the ground, which is the preferred route for going deeper into the building.

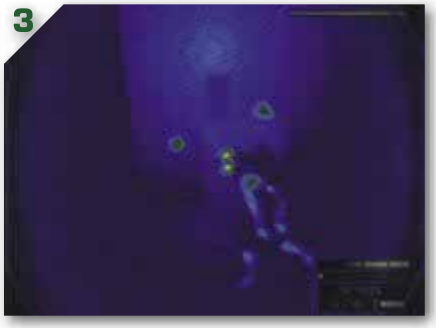
There is a guard who patrols the long hallway out of this room and sticks his head in here occasionally. He's easy to avoid if you're taking the shaft, but it's worth grabbing him just to hear the interrogation sequence.

2 A guard wanders the hallway on the other end of the shaft, and you shouldn't exit until he has passed by your position. It's pretty easy to sneak up and grab him, since he's so entranced with the hanging light. Drag his body back towards the shaft, then take out the guard by the outdoor bath, lest he wander in and find it. Killing him is easy; just hop into the water from the dark side and do a water kill.

3 Head back into the Shoin, which should now be free of opposition. Make a U-turn at the end of the hall and enter through a circular doorway into a traditionally furnished room. Use your Thermal or EMF Goggles to spot the first hidden mic, located by the phone. "Disable Mic" will appear in your Interact menu when you're near it.













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GOALS

Eliminate Milan Nedich • Abduct Abrahim Zherkezhi • Eliminate Douglas Shetland • Retrieve the Hidden Microphones

Old Shoin

[CONTINUED]

4 Return to the outdoor bath and head inside to a lushly appointed dining room. A single guard is making the rounds here, and if you bide your time you should be able to get behind him easily. All he'll give up under interrogation is the location of a Med Kit, so it's no big loss if you just want to shoot him. You certainly don't need to worry about Pistol ammo, since there's a free box on the bench in the same room.





B Temple & Garden

Garden Area

1 Hold your position at the entrance to this small Courtyard, and use your EEV to listen in on the conversation of the two guards. When you've heard enough, hop over the railing and shimmy towards them. This is a great area for pull-over railing kills, provided you wait till the guards separate a bit.

2 When the guards separate, one stays outside while the other goes in to sweep for mics. If you couldn't get him with a pull down kill, it's easy enough to catch up with him inside. Your Thermal Goggles let you see through the paper screens with ease and when you spot him you can shoot right through them. When the coast is clear, finish the job he couldn't by digging out the second hidden mic by the phone.

3 The adjacent kitchen has a Med Kit and a box of SC-20K ammo on the cutting board. Heal up, load up, and douse the lights before you open the door to the garden. Two enemies roam here, but it's dark enough that you can slip right by them. Your destination is ahead and to the right.







Temple

1 Make a hard right turn as soon as you enter the temple, and you'll find yourself outside the Bathhouse, where Nedich and a pair of Displace grunts are gabbing on their cell phones, loudly deprioritizing their primary action items and such. Killing Nedich here is optional; if you don't take the opportunity now, you'll get another one later. But this one is easier, and a lot more fun. It's also a necessity if you plan to get all six hidden microphones.





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TACTICS: THE WALKTHROUGH

Temple

[CONTINUED]

!!! STEALTH TACTIC

Just to the right of the Bathhouse door is a small shaft you can crawl into, which gives you front row seats to observe the group inside. When they disperse, the guards will leave through the entrance, while Nedich will go into the bathroom itself. Exit the shaft on his end, and follow him from a safe distance.

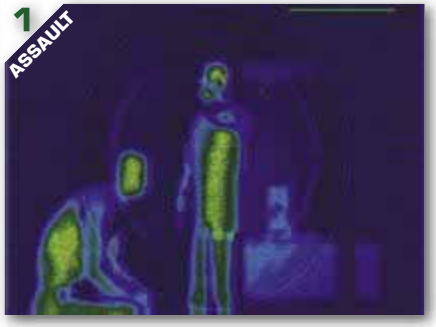


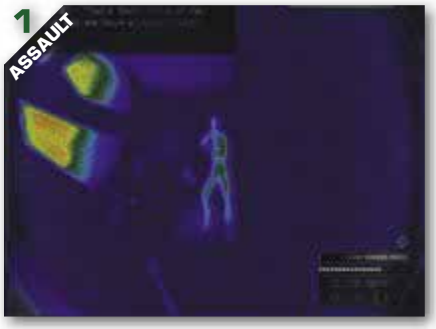


You can grab Nedich right through the paper of the wall, and then drag him somewhere dark for a thorough interrogation. He's fairly helpful, but orders are orders; it's the right trigger for Nedich. Watch out for the other guards as you leave. By now they should be widely dispersed throughout the bedrooms. Your Thermal Goggles will help you hunt them down.

!!! ASSAULT TACTIC

If you chose the Assault Kit and want to have some fun with your new Sniper Attachment, then this is the place. Your Thermal Goggles let you see right through the paper door, while Nedich's cronies have no way to see from their end. You can pick off all three right through the door! You won't get to interrogate Nedich this way, but he won't tell you anything you won't learn later anyway.





2 Before you continue to the Living Quarters through a door past the Buddha statue, you'll want to collect the pair of hidden microphones in this area. One is in the bedroom closest to the bathhouse, while the other is in the connecting room before the bathhouse (past the room where Nedich's guards were assembled).



C Living Quarters

Middle Shoin

1 After a few small rooms, the passage leads to a terrarium, where a roving guard is willing to throw down his life to protect his boss's ficus. The guard usually begins at the far corner of the room, and getting past him is difficult in such a bright area. A pair of switches provide a solution: You can flip the switch to open the greenhouse windows, allowing you to shoot him through the openings, or you can turn on the sprinklers, which can be useful for creating a distraction and a bit of noise when it's time to go in for a hand-to-hand kill.



2 When you enter the Middle Shoin behind the terrarium, turn right at the hallway. That will take you to a living room where a guard is watching a TV program about slugs. Do not try to grab him; he's too far up on the couch and your proximity will alert him. Since he likes slugs so much, give him one in the back of the head.

There's a Med Kit on the right wall, and opposite that, near the phone, you'll find a hidden microphone. The final microphone is in the very next room, to your right as you enter.



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GOALS

Eliminate Milan Nedich • Abduct Abrahim Zherkezhi • Eliminate Douglas Shetland • Retrieve the Hidden Microphones

New Shoin

1 After another hallway you'll slide open a door to reveal a staircase amidst some bamboo plants. There's a lot of natural light here, so it's something you're going to have to deal with; you can hide in the shadows under the stairs or leap on the pipe to climb up to the darker upper floor, but expect to arouse the suspicion of a pair of mercenaries either way.

Your destination is the door on the far side of the top floor.

!!! STEALTH TACTIC

If you want to avoid a fight here, you can enter the lower room (through the door of the left of the staircase) and create a commotion to lure the guards down, then head upstairs and sneak by.

!!! ASSAULT TACTIC

The safest way to eliminate these guards is to climb the pipe to the right of the lower door, shimmy onto the ledge, and then use a pull-down kill to get the guard who's patrolling up top. You can either shoot the next guard when he comes up the stairs to investigate or jump onto the pipe that runs along the ceiling and grab him from there.



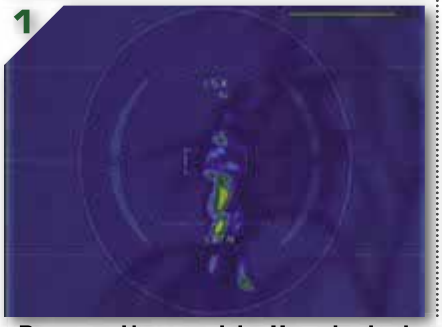
2 After a small series of rooms, you'll end up in a supply closet with a ventilation shaft at floor level. Crawl through that to the outdoor Teahouse.



Teahouse

1 Your mission takes an unexpected turn here. If you watch the entire event from the rooftop, you'll see the cool ending, but if you draw attention to yourself it will move to a more abrupt conclusion. Either way, there is absolutely no way to stop Shetland, and no way to catch him afterwards. All you can do is gun down the guard to the right of the door (no need to worry about stealth at this point) and then slide open the door and charge after Shetland.





2 Shetland makes his escape in the Courtyard. There's a trio of Displace's finest here, and if you didn't settle up with Ned at the Bathhouse, you'll find him leading the group.

Even with the Sniper Attachment, a four-on-one firefight is a terrible idea. Instead, sneak through the darkness until you can enter the building to the left. Go ahead and KO any guards you pass, provided you don't make enough noise to make your presence known to Uzi-wielding Nedich. You will be seen going in through the door, but that's okay – you want them to know you're in here. Shoot out the light, then stand back and prepare for battle. Sometimes your enemies will engage in a gunfight (one you can win, thanks to your Thermals) while other times they'll foolishly try to rush your position and end up being shot or KO'd in the doorway.







3 With Nedich dead, all your objectives are either complete or cancelled. Return to the Lakeshore from which you entered this area for extraction.



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SOLO WALKTHROUGH

MISSION 7 THE BATTERY

GEAR

This one is a tough call, as every kit has something to offer. Redding's Shotgun Attachment is shiny and new, but almost useless on this mission. However, the Flash Grenades will come in quite handy. The Stealth Kit has both Gas and Smoke Grenades, as well as plenty of handy Sticky Cameras, but the Assault Kit has the Sniper Attachment...

REDDING'S RECOMMENDATION

SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
SHOTGUN ATTACHMENT	14 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x3
FLASH GRENADE	x4
SMOKE GRENADE	x3

STEALTH KIT

SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x3
GAS GRENADE	x3
AIRFOIL ROUND	x3
SMOKE GRENADE	x3

ASSAULT KIT

SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT	
20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x2
AIRFOIL ROUND	x3
FRAG GRENADE	x3
WALL MINE	x3

GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Determine If the Koreans Intentionally Launched the Missile

Despite North Korean claims, satellite shows conclusively that the missile that sank the Walsh came from this Battery. Check the Command Center to determine if it was intentional.

- Tap the Launcher BIOS for a Fingerprint of Dvorak Algorithm Fragments

If the launch was forced it's possible that a Dvorak 'fingerprint' can be found on the BIOS of the West Battery Launcher. Open the casing on the Launcher itself to check.

- Stop the Missile Launch

War has broken out, and North Korea has authorized attacks against US targets at sea. Try to prevent a missile launch from the East Battery Launcher.

- Acquire the Missile Abort Codes

The missile is away. Get the abort codes from the launch command beneath the East Battery Launcher.

- Abort the Missile

Take the abort codes to the East Missile Bay and use them to bypass the missile fusing authorization check.

SECONDARY OBJECTIVES

NO SECONDARY OBJECTIVES IN MISSION 7.

OPPORTUNITY OBJECTIVES

- Recover the Shipping and Repair Logs

Recovering low-level intelligence about shipping and repair duties from four unsecured computers will give Echelon's analysts a better picture of NKA capabilities in the region.

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GOALS

Determine If the Koreans Intentionally Launched the Missile • Tap the Launcher BIOS • Stop the Missile Launch • Acquire the Missile Abort Codes • Abort the Missile • Recover the Shipping and Repair Logs

BRIEFING

N. KOREAN-MADE CAMERAS

The low security you enjoyed in Hokkaido is a distant memory, as the Missile Battery features both the standard four-alarm system and a bevy of difficult-to-detect cameras. You haven't needed to use your EMF Visor much before now, but an EMF scan should be your first priority when you hear that staccato whir. These North Korean-made cameras barely show up on Thermals and are never placed where they'd be visible to the naked eye.



TACTICS / THE WALKTHROUGH

A WAREHOUSE

OUTPOST ENTRANCE

1 After rappelling down from your infiltration point, you'll find yourself in a vast but dimly lit warehouse. Eliminating the two guards and heading through the door is the obvious route, but not the only one.





!!! ASSAULT TACTIC

As you approach the guards from the darkness, they will begin arguing. If you watch your light meter carefully you'll find a stretch of darkness you can use to sneak up on the closer guard and grab him. Drag him back without leaving the darkness, and his befuddled partner will have no clue what happened. Interrogate your captive to get the door code, then shoot or KO the other one and head through the door.

You'll hear a camera, but you'll need to use your EMF Visor to spot it, since it doesn't emit much heat. It's pointing at the door, so get as close to it as you can before OCP'ing it. You only have a few seconds to input the code (1879) and slip through before it turns back on.

There's a single guard who patrols this hallway and the security room to the left. If you've avoided making any noise, you can sneak up on him in the security room to the left. If the camera spotted you, you'll need to find a dark spot in which to ambush him or shoot him from afar.









!!! STEALTH TACTIC

Sneak towards the truck in the Warehouse, where you'll find a hole that leads to a shallow pit beneath the warehouse. Wedge yourself through a crack towards a thin hallway lined with generators, and then squeeze through a few more thin tunnels until you see the rungs of a ladder. Push open the trap above you, and you'll end up in the back of a security room past the outpost's main entrance.

If you catch the guard at his desk, you can do whatever you like with him (he can not be interrogated). If he's out roaming, you may want to wait until he returns, since he's so easy to sneak up on in this dark room.





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TACTICS: THE WALKTHROUGH

Battery Offices

1 There are three small offices in this area of the Battery, all separated by doors and hallways that make it easy to take out their occupants one by one. In the first office, your Optic Camera will reveal a guard seated to the right, so you'll need to come at him from that direction for a grab or pistol shot. You can hack into his computer to read a memo, but it's nothing terribly important.





2 The door to the right leads to a small hallway and then another desk jockey's office. If you sneak up quietly, you can grab him, too. Walk with a gun drawn and pointed at his head to ensure your silence and give you a good backup plan if he turns around. His computer has some data you actually want: The first of the four Shipping Logs that constitute this mission's Opportunity Objective.



3 There's one more office, which is immediately to your left if you take the left door out of the first Office, but it contains nothing of interest. Instead head right from the same door to reach the entrance to the Munitions Warehouse.

Munitions Warehouse

1 Those double doors open into a Warehouse guarded by a particularly pesky camera. The clueless employee who is examining crates here is no threat, but make sure you're out of camera range or in a dark spot before you do anything to him.

This room is divided in two by a concrete wall, but the oscillating camera can see both halves. The left half is interesting only for the pair of Gas Grenades lying on a distant crate. To get them you'll need to get as close as you can, disable the camera, then run in and grab them. If you have trouble getting both in time, grab just one and then repeat the process. Of course, you can also just skip them altogether, since they aren't particularly useful in this mission.





2 The other side of the divider leads towards a staircase, with the door to a small security office just before it. Disable the camera again before you head that way, then go ahead and break the lock to speed things up. You'll see a Med Kit just to the right of the door, and the only guard is in a separate area you can reach through a door at the end (moving quietly, of course). The guard's computer contains the second of four shipping logs.





3 That camera is still whirring around, so run from the door of the security room to the stairs. It shouldn't be able to see you. The door at the end leads to the Command Area.



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GOALS

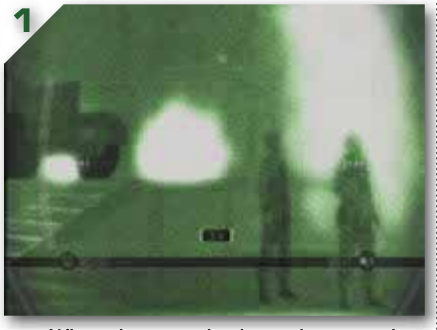
Determine If the Koreans Intentionally Launched the Missile • Tap the Launcher BIOS • Stop the Missile Launch • Acquire the Missile Abort Codes • Abort the Missile • Recover the Shipping and Repair Logs

B Command Center

Loading Bay

1 There are two guards and a camera in the lower part of the Loading Bay, and a light you cannot disable will ensure you're brightly lit when you enter. Shooting out the naked bulb in the middle of the room will give you cover of darkness and negate the camera, but it won't help if you're seen doing it. To ensure you can enter safely, either use a Sticky Camera to monitor the guards and make your move when they're both facing away from the entrance, or use a Smoke Grenade to mask your entrance.

1



When the coast is clear, shoot out the light, then eliminate the two guards with either lethal or non-lethal means. Getting close to them is tough with so little ambient noise here, so unless you're gunning for a perfect ranking, SC Pistol headshots are your best bet.

1



1



2 Head up the stairs to the left and activate the flashing red bypass circuit to send the missile into the Missile Bay. You can then climb on the bed of the truck, pull yourself up to the top of the carriage, and jump from there to the rail running along the roof. From there you can pull yourself across to the Missile Bay. Let go when you're near the missile, and drop off from the surface onto the grated part in the pit below. One more drop will put you on the other side of the sealed Missile Bay door.

2



2



Missile Bay

1 Avoid the various lights as you sneak your way down this hallway. To your right you'll notice a seated guard (who is awake and alert), and patrolling guards can enter from the doors to either side. Wait for the patrolling guard on the right to enter and leave, then shoot out the fluorescent light above the door. In the darkness you can sneak behind the first guard, knock him out, and then prepare a trap for the second guy. Don't miss the box of SC-20K ammo and some more Gas Grenades on the crate by the guard's chair.

1



1



1



2 In the East Missile Bay you can hack into a computer to get a camera feed preview of the security in the Command Center. But most of the action is in the West Missile Bay, where you can find and interrogate a guard (he should be seated at his computer if you didn't make any noise), heal up with a Med Kit, and locate a secret route to the Command Center.

2



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TACTICS: THE WALKTHROUGH

Command Center

1 The elevator between the control rooms leads directly to the base's Command Center, and is already operational (although you'll have to hack the keypad before you can call the elevator). Taking the elevator is sure to draw the attention of the guard, so you may wish to consider an alternate route.

!!! ASSAULT TACTIC

If you take the elevator, you can expect to contend with an alert guard as soon as the doors open. While the elevator is in motion, shoot out the elevator's light, which will allow you to slip out of the elevator (hugging the wall to avoid the camera), and get behind the guard for a grab. Once he's in your arms, draw your pistol and OCP the camera above the elevator. Force him into the retinal scanner, then OCP the camera again before you enter. If you end up having to kill the guy, you'll have to hack the scanner.

When the door opens, move quietly, and if you haven't sprung any alarms you'll turn the corner in time to see the base commander disciplining his men. Watch the entire sequence to complete this mission's current Primary Objective.









!!! STEALTH TACTIC

In the hallway to the West Missile Bay Control Room, a careful search will reveal an open hatch on the ceiling. Pull yourself up and you'll find a tunnel that leads to the top of the elevator. Bypass the circuit to get the elevator going, then crawl into a ventilation shaft at the top and navigate a series of tunnels that will ultimately lead to one of those back-lit map panels. It's a perfect perspective for viewing the base commander's conversation with his men. Don't make too much noise, though, or they'll hear the commotion before your objective is fulfilled.





2 Gaining that intel was your only Primary Objective, but there are a few Optional Objectives you can fulfill if you stick around a bit longer. To fulfill a Bonus Objective, head to the higher level of the complex and grab the base commander from behind. Interrogate him about the strength of Korean forces to gain some valuable information for Lambert. Then hit one of the computers on the same level for the third of four shipping logs. If you interrupted the event when you entered this room, or couldn't resist gunning them down while they chatted, you can acquire the same information about the missile launch from a computer on the lower level.





3 Your next objective is in the West Missile Launcher, so leave the Command Center through whichever route you entered. If you rode the elevator (from the inside) don't forget about that camera on the way out!



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GOALS

Determine If the Koreans Intentionally Launched the Missile • Tap the Launcher BIOS • Stop the Missile Launch • Acquire the Missile Abort Codes • Abort the Missile • Recover the Shipping and Repair Logs

C West Launcher

West Missile Bay

1 Hang a left from the elevator and enter the West Missile Bay Command Center. The Launcher is through the door at the end of the hallway, after another checkpoint. As soon as you step out into the open, use your EMF Visor to locate the camera to your left. It isn't necessary to disable it, since you can only be seen while passing through bright spots that are easy enough to avoid.

Beyond the camera you'll spot a soldier working on a disassembled missile. Knock him out and finish his repairs with a Third Echelon spin. Sabotaging one missile in each Bay will complete this mission's second Bonus Objective.

1



2 Sticking close to the wall to avoiding the camera, head down the other direction until you find the launcher area door. Pass through two short hallways, then head downstairs and open the door to your left. The West Missile Launcher is at the end of one more short hallway.

2



West Missile Launcher

1 That door opens into a sunlit outdoor area, protected by both a human guard and a camera. The sun seems to be immune to your OCP, so the only dark spot from which to confront the guard is the doorway itself. Let the guard walk closer to you and out of camera range before you snipe him with the SC-20K or a Sticky Shocker. Whistle him over if necessary.

1



2 When you approach the launcher after OCP'ing the camera, Grim will send you into the Launch Control Room beneath it. You can enter from the stairs on either side of the Launcher, but it's a bit simpler to take the stairs to the left of the launcher, away from the camera. From here you can grab the guy at the circuit panel and drag him away, and then KO the roaming guard when he returns to his seat. Bypass the circuit the first guy was working on, then access the other guy's computer for the final Opportunity Objective shipping log. There's a Med Kit in here if you need it.

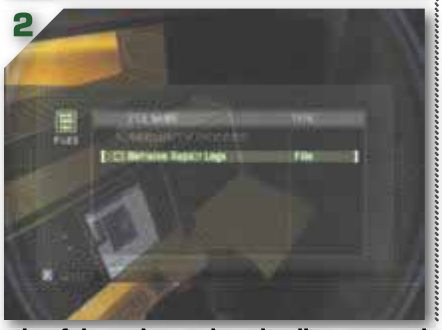
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2

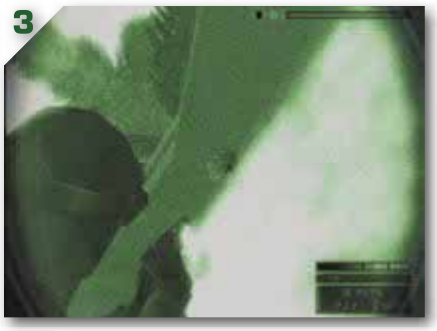


2



3 Leave from the other door so you'll emerge beneath the camera. OCP it, then rush over to the Launcher and collect Grim's data before the camera comes back online. That completes all your current objectives here, but things are changing quickly elsewhere in the world, and now you have a new objective: Stop the Missile Launch.

3



3



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TACTICS: THE WALKTHROUGH

D EAST LAUNCHER

EAST MISSILE BAY LAUNCHER

1 Leave the West Missile Bay and cross the hall to the East Missile Bay. The camera here isn't quite so easy to ignore; wipe out the guard to the left first, then disable the camera before you approach the missile with the open hatch for your second act of sabotage. There's another soldier working on a missile elsewhere in the room; KO him before you move on, lest he get in your way when you pass through here again.







2 After passing through a similar series of hallways, you'll find yourself outside of the East Launcher. The door is stuck shut, but the circuit at the end of the tunnel will open the missile gate. Save your progress before you bypass it, for when you do open the door, you'll be in for another nasty surprise. You're a second too late to stop the launch (this is always the case, no matter how quickly you run here), and you now have three minutes to collect the abort codes and stop the missile launch. If you can't complete this objective, the entire mission is failed.





3 This time the camera is on the wall to your left, and you can slip under it if you take that stairway in. But there's a guard in the opposite corner watching the launch with his binoculars, and you don't want him getting in the way later. If you can spare the time, it's safer to OCP the camera, KO the guy with the binoculars, and enter from that end.



4 Either way you'll find only two enemies in the Command Center, occupied with launch procedures. Sneak around to the right, grab the commander and put him down with either trigger. Since grabs are completely silent, the guy at the computer won't have any clue your knife is coming for him next. The abort codes are in the computer at the far right, and you'll need to hack your way in.





5 Now you have to return to the East Missile Bay Control Room, and input the data in the newly lit terminal. If you've eliminated all the enemies already, there won't be any obstacles on the way, so it's just a foot race at this point.



Your final task is to make your way to the edge of either missile launch platform for extraction.

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GOALS

Determine If the Koreans Intentionally Launched the Missile • Tap the Launcher BIOS • Stop the Missile Launch • Acquire the Missile Abort Codes • Abort the Missile • Recover the Shipping and Repair Logs



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SOLO WALKTHROUGH

MISSION 8 SEOUL

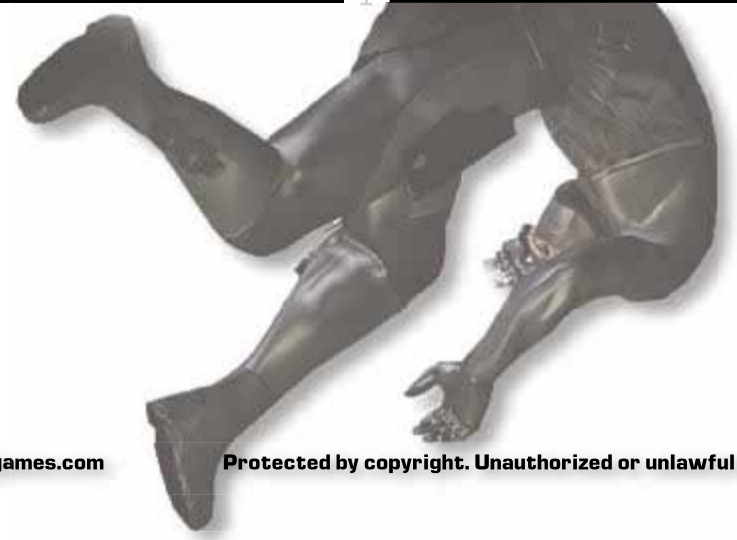
GEAR

As the only kit with the Sniper Attachment, the Assault Kit is the most enticing choice. Sniping is very effective in the large, open areas of this mission, and the sniper rounds can cut through enemy armor and even destroy North Korea's deadly UAVs. Of course, the Assault Kit contains no non-lethal weapons, so if you're going for the best ranking you'll have to suck it up and go for the Stealth Kit.

REDDING'S RECOMMENDATION	
SC-20K	60 ROUNDS
LAUNCHER ATTACHMENT	
SHOTGUN ATTACHMENT	14 ROUNDS
SC PISTOL	40 ROUNDS
STICKY CAMERA	x3
STICKY SHOCKER	x4
GAS GRENADE	x2
AIRFOIL ROUND	x3
FRAG GRENADE	x3
SMOKE GRENADE	x3

STEALTH KIT	
SC-20K	30 ROUNDS
LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT	
SC PISTOL	20 ROUNDS
STICKY CAMERA	x5
STICKY SHOCKER	x3
GAS GRENADE	x3
AIRFOIL ROUND	x5
FLASH GRENADE	x1
SMOKE GRENADE	x4

ASSAULT KIT	
SC-20K	90 ROUNDS
SHOTGUN ATTACHMENT	14 ROUNDS
20MM SNIPER ATTACHMENT	12 ROUNDS
SC PISTOL	40 ROUNDS
FRAG GRENADE	x5
FLASH GRENADE	x1
SMOKE GRENADE	x1
WALL MINE	x2





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GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

• Locate and Retrieve Data Drives from the NDT

The National Data Trunk surfaces at a switching station in central Seoul. Recover the drives from the station to discover if the attack on the Walsh originated in South Korea.

• Interrogate a Special Forces Agent to Determine the Location of Jong

Third Echelon operatives operating elsewhere in Seoul need you to interrogate nearby special forces. The mission will be aborted if they die before interrogation.

• Get to the Rooftop to Transfer the Data to the EA-6B

Broadcast the data from the NDT drives from the roof of the building to an EA-6B using a point-to-point secure laser communication link to prevent data interception.

• Prevent Data Aboard the EA-6B from Being Recovered by North Korea

The remnants of the data aboard the EA-6B must not fall into North Korean hands. Either recover the data or ensure it cannot be recovered by the NKA.

• Get to the EA-6B Crash Site

Proceed east from the rooftop of the telecommunications building to locate the wreckage of the downed EA-6B.

• Designate the Wreckage of the EA-6B for Aerial Bombardment

The data aboard the downed EA-6B is not recoverable. Take a position atop the scaffolding to the west of the Crash Site and laser designate the wreckage for an air strike.

SECONDARY OBJECTIVES

• Tap a Mobile Command Center

Enter and tap a North Korean MCC to give Third Echelon access to the North Korean Command Networks.

OPPORTUNITY OBJECTIVES

• Stop the North Korea Propaganda Broadcasts

Disabling loud speakers broadcasting North Korean propaganda would dramatically improve the morale of allied troops.

• Gain Information About NK UAVs

North Korea has unveiled their new unmanned aerial vehicles. They have extremely advanced technology. Try to recover a technical specification for Third Echelon.

• Disable Portable Radar Reconnaissance Receivers

The NKA is using portable radar reconnaissance receivers (P3Rs) to coordinate ground mapping and tracking of allied targets. Disable any P3Rs you can find.

BRIEFING



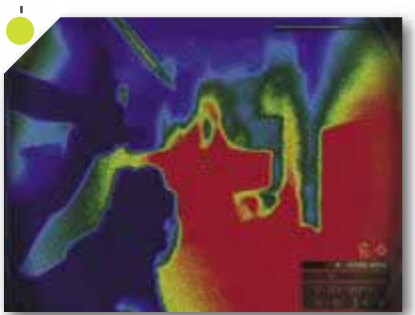
THE FOG OF WAR

There are no alarms in this mission, and very little communication between troops. While it's nice not to have to worry about alarms, don't get cocky; all of the enemies on this level are already at high alert, as if you had already rung all four alarms in any other mission!

Now that being seen is not such a big deal, you can loosen your standards on using loud weapons like the Shotgun and Sniper Attachments, killing enemies in sight of other enemies, and leaving bodies to rot where they fall. However, Bodies Found and Times Noticed are still factors at ranking time.

A CITY IN RUINS

Seoul has clearly seen better days. Not only have bombs sheered off whole chunks of most buildings, but fires rage throughout the city. With the smoke clogging your eyes, the heat burning out your Thermal Goggles, and the low-frequency light blinding your Night Vision, it can be very difficult to see enemies against the chaos. When in hot areas, switch between your modes of vision, because you never know which will be the least compromised. Despite the heat, the Thermals are usually best. Often humans will stand out because they're colder than the environment.



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BRIEFING

TANKS AND UAV'S

In the second part of this mission, you'll face two new obstacles: Battle Tanks and Unmanned Aerial Vehicles (UAV's).

The UAV's persistently scan the streets in the latter half of the level, seeking out life with a special red light. When they see you, the spotlights come on and a flurry of gunfire will follow, often killing you instantly. The UAV's can only see straight down, so avoid their glare by staying under canopies or hiding flush against walls. They can only be destroyed with the SC-20K Sniper Attachment, but anyone can disable them briefly with the SC Pistol's OCP.

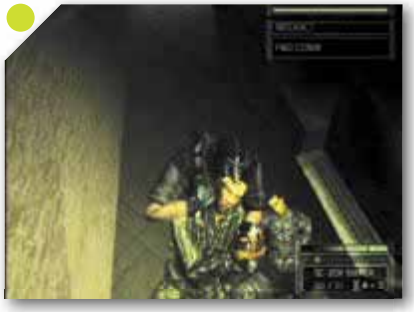
Two tanks appear late in the mission, and destroying both will fulfill a Bonus Objective. Each tank has a gatling gun on its main turret, and while the turret adjusts to your movements slowly, no man can survive its fire for more than a fraction of a second. To destroy a tank, bank a Frag Grenade off the hatch lid so it detonates inside. One grenade is all it takes.





TELLING FRIEND FROM FOE

You're firmly behind enemy lines for most of this mission, but eventually you will encounter a few South Koreans who are engaged in active battle with your North Korean foes. The problem is, the South Koreans have no idea you're their ally, and while they're more than happy to shoot you, you can't shoot them. (You won't fail the mission if you kill one, but your ranking will be 0%.) South Korean uniforms are green (like the one Sam is holding in the picture below), while the North Korean camo is more grey (like the dead guy), but this distinction won't help much in dark or low light conditions.



TACTICS THE WALKTHROUGH

A East Market

The Safe House

1 Sam begins this mission in a creepily furnished Safe House apartment. Play one last game of hopscotch, then head into what remains of the living room. It's in pretty rough shape, but you still couldn't ask for a cozier sniper nest. Equip your Sniper or Foregrip Attachment and blow away the soldier below before he can loot that fruit stand. Then find a protruding piece of rubble in the ruins of the wall and rappel down to the street.

2 Your Opportunity Objective in this mission involves disabling three propaganda speakers. You'll find the first to your left when you hit the street level. Cutting the wires is as simple as tapping a video camera.







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GOALS Retrieve Data Drives • Interrogate Special Forces Agent • Get to the Roof • Prevent N. Korea from Recovering Data • Get to Crash Site • Designate Area for Bombing • Tap Command Center • Stop Propaganda Broadcasts • Get Info on UAVs • Disable Radar

Back Alley

1 Lambert will contact you with a new objective as you prepare to climb the gate to the alley, but don't let his yammering distract you from the blinking Wall Mine on the other side. Approach it slowly (crouch-walking with a weapon drawn) and select the disarm option when it flashes green.



2 Hang out in the darkness at the end of the alley while two North Korean special agents argue. These are the ones Lambert wants you to interrogate, so keep your gun holstered and wait for the pair to separate. When the first guy comes out to take a leak by the vending machine, grab him (gross, I know) and drag him back to the darkness for a thorough interrogation. Once you've interrogated one, you can do whatever you like to the other.

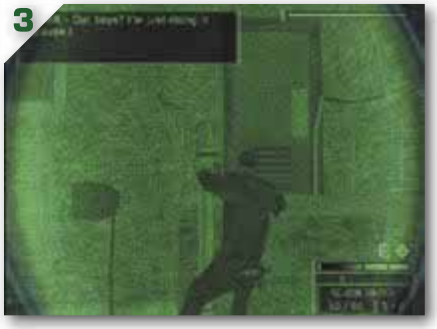


3 At the end of the alley you'll find the second loudspeaker. After you cut the wire, you'll find a pipe a few steps to the right that you can climb to a second-story door.









Empty Apartment

1 After a short entryway you'll end up in a room with a sealed door. To progress, you'll need to jump onto the pipe on the ceiling and crawl over the wall on the other side. As you do, Grim will phone in with a new objective for you.

At the other end of the pipe you have a choice of paths: Cut through the tarp to the left, or go through a door to the right. If you choose the tarp route, prepare to KO a surprised enemy almost as soon as you push through the fabric.





2 The path you take doesn't matter much. The door leads to a fire escape, while the tarp passage leads to an open window just to the left of the fire escape. Either will make an ideal sniping position for eliminating the two guards on the ground below. If the second guard doesn't make himself seen, just hold your crosshairs near the one you shot and wait for the other to come around and see what happened to his friend.





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TACTICS: THE WALKTHROUGH

Mobile Command Center

1 The truck in the center of the market is the Mobile Command Center that Grim asked you to tap, so head inside and use the computer when the coast is clear.



2 You'll find the third and final propaganda speaker to the right of the alley that's blocked with flaming debris. Beware of the blinking Wall Mine on the nearby dumpster. If you're going to take the alternate route into the NDT Building, it's a good idea to disarm it, since it's dangerously close to the ladder.





NDT Building

1 There are two ways into the NDT Building. You can take the front door, or enter the data room directly through a ventilation shaft you can climb up to via the ladder to the right of the dumpster. It is difficult to avoid combat if you go in through the front, but you can easily slip by some of the guards if you take the alternate route.



!!! ASSAULT TACTIC

The front door leads to a room with a raging electrical fire. Both your Thermal and Night Vision goggles are compromised in this mess, but your ears will pick up the whistling of an overconfident guard. Jump onto the pipe that runs across the ceiling, and pull yourself across. When the guard wanders into range, you can grab him from the pipe and break his neck.

The offices on the second floor contain a Med Kit, but nothing of importance to your mission. The data you need is in a room below, and two guards will succeed in blowing open the door shortly after you enter the area. You can try to cut them down as they head in, but it's easier to let them get in and take their positions. You can then switch to the SC Pistol and shoot them from the darkness just outside.







Inside, grab the drives, and then head back upstairs. Taking the drive always makes a third enemy appear on the higher floor, but Night Vision will let you see him before he sees you, and he's no match for an SC-20K volley.





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GOALS Retrieve Data Drives • Interrogate Special Forces Agent • Get to the Roof • Prevent N. Korea from Recovering Data • Get to Crash Site • Designate Area for Bombing • Tap Command Center • Stop Propaganda Broadcasts • Get Info on UAVs • Disable Radar

NDT Building

[CONTINUED]

!!! STEALTH TACTIC

The ventilation shaft will take you to a ladder directly above the data room. You can grab the drives without resistance, but you won't be able to leave the room until the guards outside blow the door open. When they do, shoot out the lights, then hide behind the machinery. When the two guards enter to your right, you can slip by them on the left.

Head upstairs, but prepare to encounter a guard coming down. If you chose to avoid the enemies in the data room instead of killing them, you should take him down quietly with a Pistol shot or Airfoil Round so they can't hear you.





2 The elevator is in the well-lit hallway at the top of the stairs. If you took any damage, heal up in the offices before you take the elevator to the roof to transmit your data.



B Rooftops

NDT Rooftop

1 You didn't really think it would be that easy, did you? No, this mission is just getting started. In addition to the guard on this roof, you'll spot a North Korean UAV (Unmanned Aerial Vehicle) hovering around and sweeping the surface for signs of you. When it spots you, it will start firing, and its volleys are almost always fatal. It has no way of hearing and no peripheral vision, however, so if you aren't in its spotlight, it can't see you.

!!! ASSAULT TACTIC

If you chose the Assault package, you're getting paid now. The Sniper Attachment is the one and only thing in your inventory that can blow away a UAV, and the results are spectacular. It takes only a single shot, and eliminating the UAV will make this mission a whole lot easier. Take the soldier out first, though, because there's no way he'll miss the crack of the sniper shot.





!!! STEALTH TACTIC

Without the Sniper Attachment, your only real option is to temporarily disable the UAV with your Pistol's OCP (all other bullets bounce right off). The OCP is a much less satisfying solution, but it should give you time to flush out the guy on the rooftop. After that, disable it again before you take out the radar and slide across.



2 Part II of this mission brings with it a whole new series of objectives, including a new Opportunity Objective. The laptop/camera setup at the corner of the roof is the first of five P3R stations, which you can disable manually or with your EEV.



3 Just past the P3R you'll see a cable, which you can use to slide across the gap to a neighboring building.



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TACTICS: THE WALKTHROUGH

Neighboring Building

1 Hop the chainlink fence on the Neighboring Building and cut through a small supply room. Squeeze between some pipes on the other side, then behold the gap between this building and the next. You can jump it if you like, but leaping up to the pipe above is a far safer choice.



2 There are three guards on the opposite side: Two at floor level, and one at a higher balcony with the P3R. They're crack shots, so sniping one will just get you blown away by the other two. Instead, cull their numbers by dropping down between the structures at the beginning of the rooftop and whistling the lower guards over for KO's or SC Pistol headshot deaths. With them out of the picture, you can snipe the third on the balcony safely.



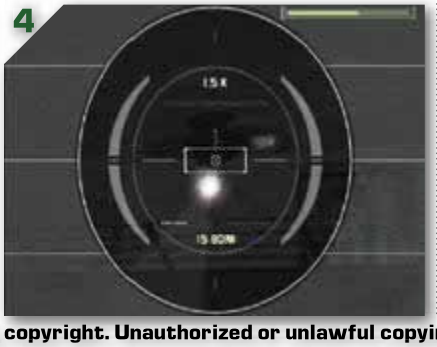


3 While you can use your EEV to access the P3R on that balcony, visiting in person will also give you the chance to pick up a box of SC-20K ammo. At the end of the balcony you'll find a trap door that presents an alternate route into the building, although it leads to almost the exact same spot the door below does.





4 A bomb has sheered off an entire side of the building, drastically improving the ventilation in the bathrooms in several floors. By dropping from bathroom to bathroom you can reach the rooftop of a small adjacent building. But a UAV will hound you the whole way, so blow it away (or at least fry its circuits for a bit) from the top level. If you're using your Sniper Attachment, take out the soldier on the lower rooftop first.





5 Lower yourself down floor by floor, then either cross over with the makeshift rubble ramp or leap across to the next building. Blow away the guard here if you haven't already, then disable the third P3R. The door at the end leads to this mission's third checkpoint.





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GOALS Retrieve Data Drives • Interrogate Special Forces Agent • Get to the Roof • Prevent N. Korea from Recovering Data • Get to Crash Site • Designate Area for Bombing • Tap Command Center • Stop Propaganda Broadcasts • Get Info on UAVs • Disable Radar

C City Streets

Restaurant

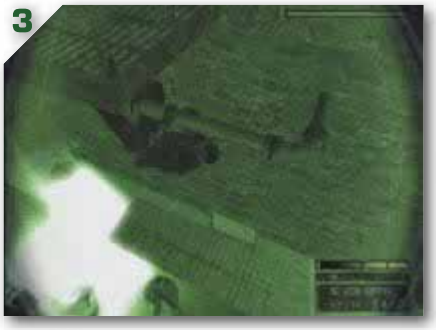
1 A bomb smashed into this small Restaurant, but didn't detonate upon impact. From your position atop the hole you can see a pair of guards daring each other to touch it. Things will be easier if you wait a moment for the guards to disperse, and then drop down to take them one at a time. It's dark enough down there you won't need to worry about being seen.

2 If you let them separate, you'll find the second guard in an adjacent kitchen, after a short hallway with a Med Kit. He's busy with his computer, so you can side up to him and pop him if you don't want to shoot him from the doorway. Access the computer he was using to get the UAV info that fulfills Seoul Part 2's other new Opportunity Objective.

3 You can leave through either the front door or a ventilation shaft to the left of the computer. Either way, keep your gun holstered when you see the North Korean soldier repairing the tire, as a South Korean scout is about to take care of him for you. He's an ally of yours, but he doesn't know that and would rather put a bullet in you than exchange high-fives. Lambert will not be happy if you kill him, so you'll need to hide and get him from behind. If you left through the ventilation shaft, you can jump up to a pipe and climb on that until you can get behind him, then drop down for a grab and interrogation.















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TACTICS: THE WALKTHROUGH

West Market

1 After you hop a chain-link fence and wade through a pit of open water, you'll emerge upon a heated firefight between North and South Korean troops. The ones you encounter first are your allies, so hold your fire. Sadly, there isn't much you can do except watch them die.

When the smoke clears, there will be one North Korean and one tank standing. Try to find a position in the corner where you can snipe the soldier outside of the tank turret's range. Then rush the tank with a Frag Grenade in your hand, keeping your eye on the turret and zigging and zagging to prevent it from getting a lock on you. When you get close, throw a Frag Grenade so it bounces off of the open hatch and into the tank. Boom.

1



1



2



1

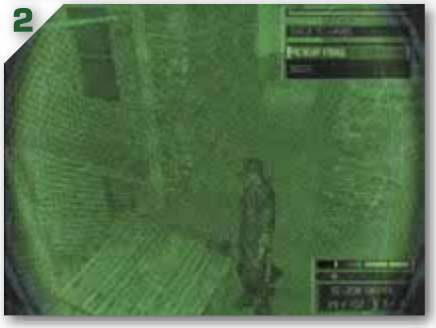


2



2 Behind the tank and to the right you'll find a pipe you can climb to a high balcony. Kick on your Thermals first to make sure the enemy up there isn't waiting at the top, which is a prime sniping spot. You'll almost always catch him behind the fence, where you can easily surprise him with a bellyful of lead. Deactivate a P3R and grab an extra Frag Grenade from the crate before you step inside.

2



D North Market

North Market

1 After healing up with a Med Kit, you'll exit out a similar balcony on the other side. Except this time, you're the sniper. There should be a UAV in the sky and one guy wandering the streets. When you shoot him, another might emerge from the Mobile Command Center in the distance, so be ready for some return fire. When you've taken your best shots, jump onto the cable above to zip over to a nearby fire escape. From here you should have a good shot at the second soldier.

2 There's another Mobile Command Center here, which provides a second crack at Grim's tap, a bit of cover from the UAV, and a box of SC-20K ammo.

3 Continue through the ruins of the Market. You won't find any enemy soldiers until you hop a fence to the Crash Site, but one Wall Mine has been left behind to snare the careless.

1



2



3



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Crash Site

1 Your first priority at the Crash Site is to deal with the tank and the lone enemy soldier. If you can't hit the soldier from the cover of the alley, turn left and take out the tank first. It's close enough that you can often sink a grenade before it can swing its turret around to target you. You can then use it for cover while you deal with the soldier. If this is the second tank you've blown up, you'll have completed the first of this missions two Bonus Objectives.



2 As you approach the Crash Site, you'll be ordered to abandon the wreckage and call in an air strike from atop the scaffolding. There is no time limit on this, however, so you have all the time you need to complete two other objectives first. Facing the Crash Site, you'll see a pipe in a corner to the left that you can climb to reach a balcony with the last P3R. Deactivate it to complete this mission's final Opportunity Objective.



3 Next, pick up the fallen pilots one by one and drag them towards the Market Street. You need to save both to officially complete this Bonus Objective; Lambert will tell you when you've gone far enough to get them out of air strike range.



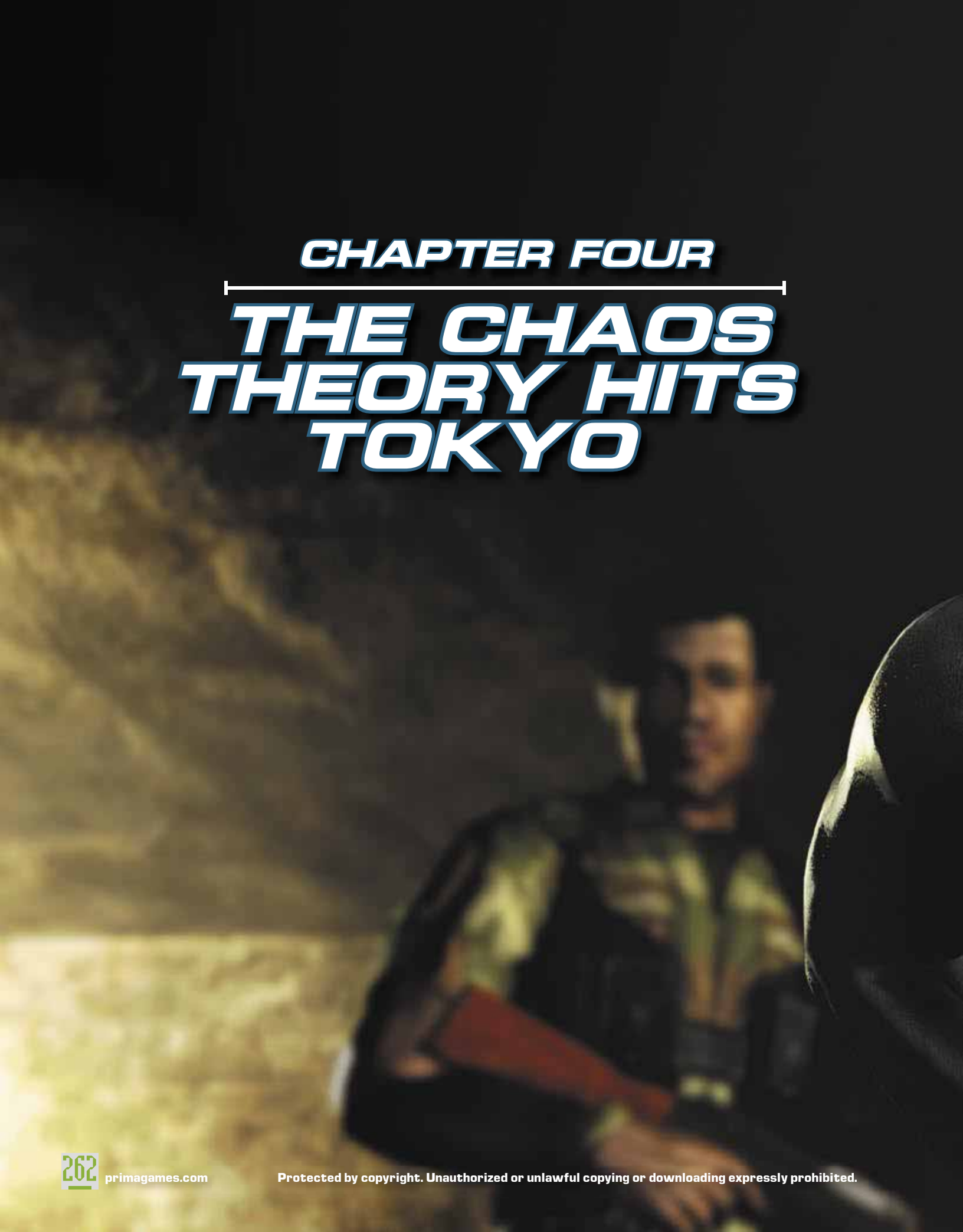


4 When you're done tidying up, climb the scaffolding near the tank, and pull yourself all the way to the top. Point your EEV at the wreckage from there, and hold down the button until the bar fills and the payload is delivered.





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CHAPTER FOUR

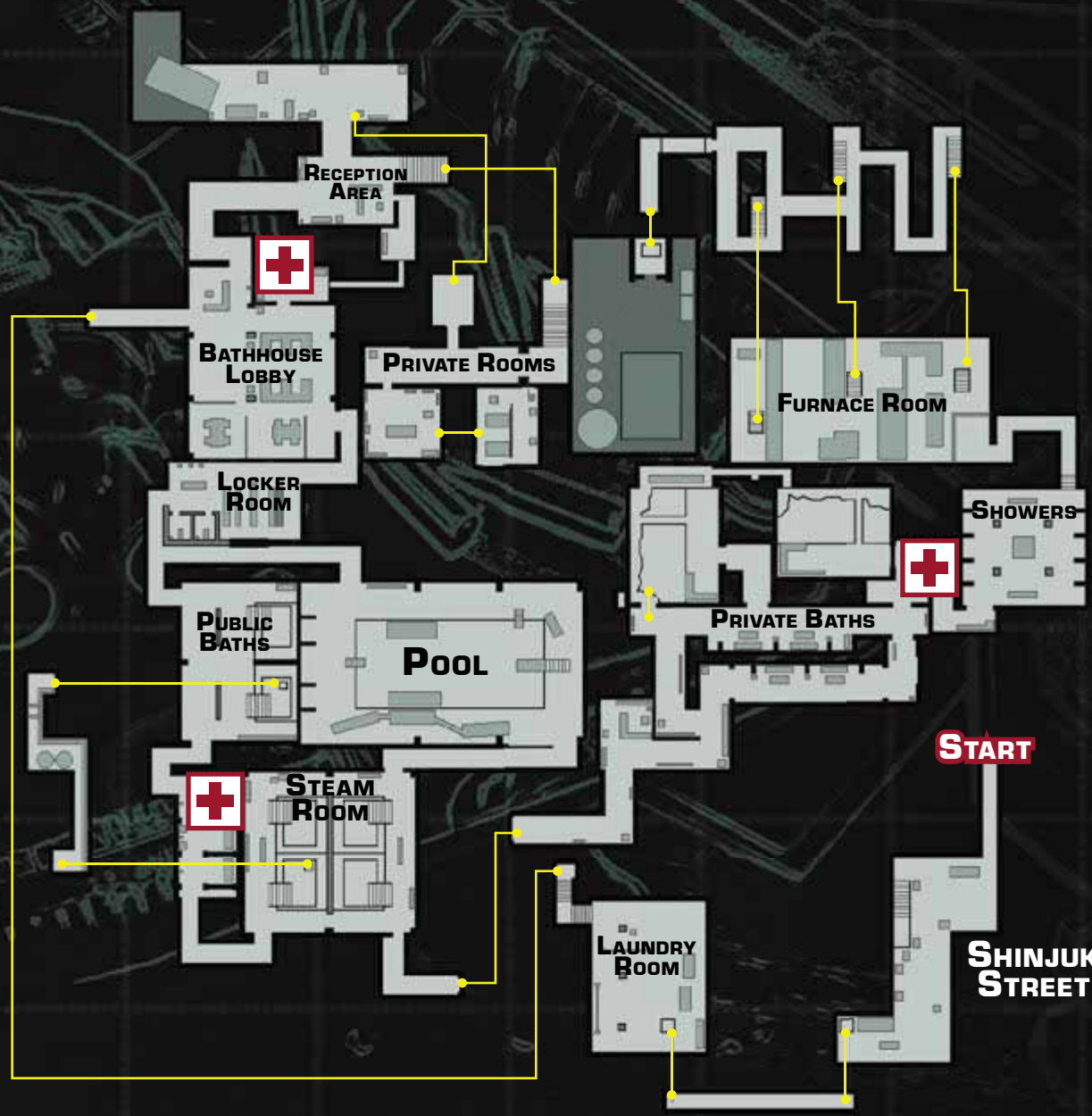
THE CHAOS THEORY HITS TOKYO

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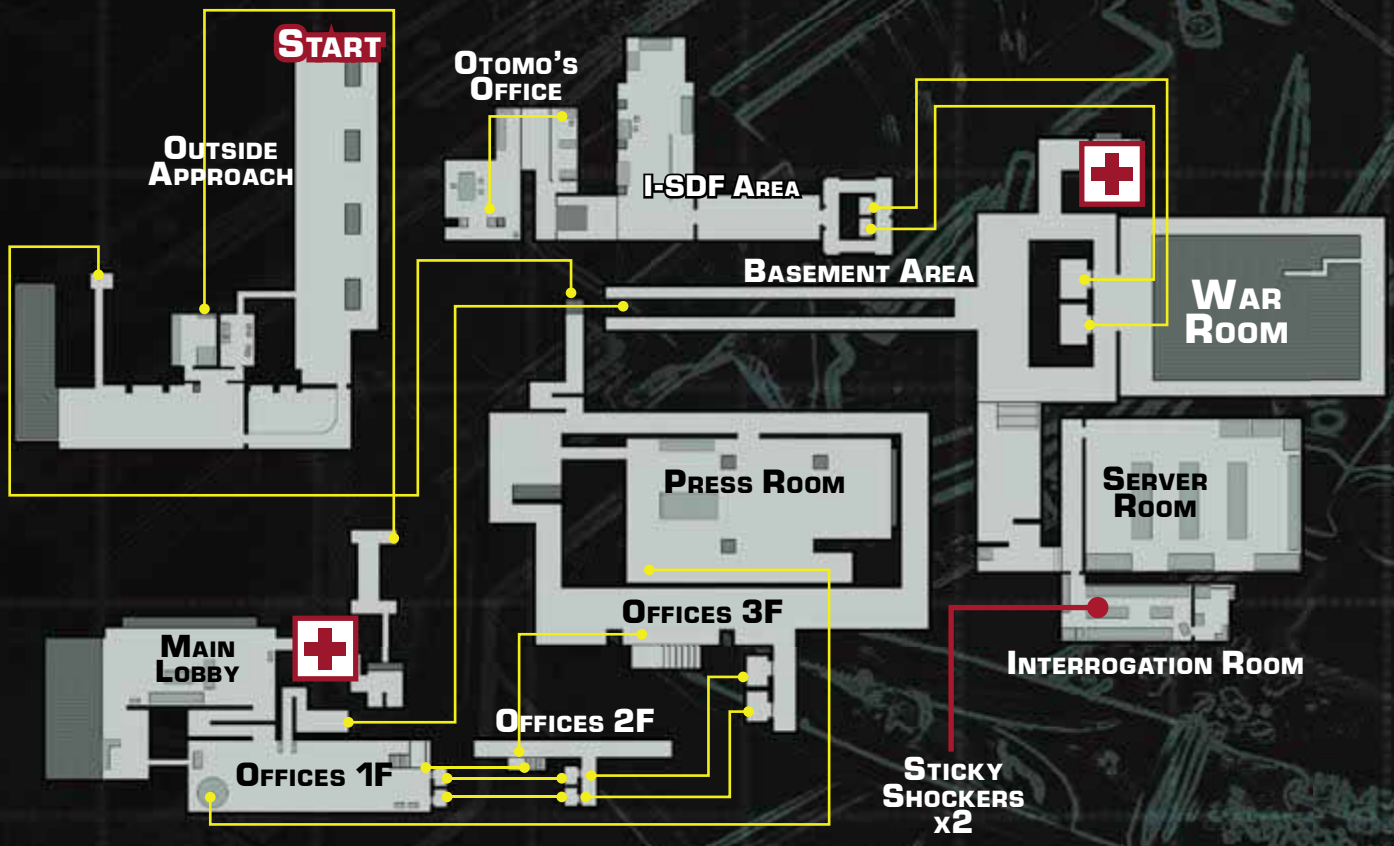
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MISSION 9
THE BATHHOUSE



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MISSION 10
KOKUBO SOSHO



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SOLO WALKTHROUGH

MISSION 9 THE BATHHOUSE

GEAR

The Stealth Kit here seems tempting, with so many Sticky things. But this is one of the few missions where a large amount of ammunition is required, and the toughest foes all wear gas masks, making your Gas Grenades and Cameras next to useless. The Assault Kit and Redding's Recommendation both have a lot more of what you need.

REDDING'S RECOMMENDATION		
SC-20K	60 ROUNDS	
LAUNCHER ATTACHMENT		
SHOTGUN ATTACHMENT	14 ROUNDS	
SC PISTOL	40 ROUNDS	
STICKY CAMERA	x3	
STICKY SHOCKER	x3	
GAS GRENADE	x3	
AIRFOIL ROUND	x3	
FRAG GRENADE	x3	
SMOKE GRENADE	x3	

STEALTH KIT		
SC-20K	30 ROUNDS	
LAUNCHER ATTACHMENT		
FOREGRIP ATTACHMENT		
SC PISTOL	20 ROUNDS	
STICKY CAMERA	x5	
STICKY SHOCKER	x6	
GAS GRENADE	x3	
AIRFOIL ROUND	x6	
FLASH GRENADE	x2	
SMOKE GRENADE	x2	

ASSAULT KIT		
SC-20K	90 ROUNDS	
SHOTGUN ATTACHMENT	14 ROUNDS	
20MM SNIPER ATTACHMENT	12 ROUNDS	
SC PISTOL	40 ROUNDS	
FRAG GRENADE	x4	
SMOKE GRENADE	x2	
WALL MINE	x2	



SC-20K w/ SNIPER ATTACHMENT

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GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

- Gain Entry to the Bathhouse

Shetland has secured a Tokyo bathhouse to finalize his dealings with his unknown partners. Enter the Bathhouse through the drainage system.

- Discover Who Shetland's Contact Is

Access the computer of the Bathhouse owner to determine who Shetland's contact is and where and when they will be meeting.

- Eavesdrop on Shetland's Meeting Before the I-SDF Takes Him Down

Shetland is meeting in the private area of the Bathhouse to conclude his deal. Otomo's I-SDF is inbound to take Shetland down. Eavesdrop on the meeting before this happens.

- Eliminate Shetland

Shetland must not be allowed to escape the Bathhouse under any circumstances.

- Disarm Shetland's Bombs

Shetland is planting bombs that will destroy the Bathhouse and cover up evidence. Disarm the bombs before going after Shetland.

SECONDARY OBJECTIVES

- Find Out Who Gave the I-SDF Assault Team Their Orders

The inbound I-SDF Assault Team is being coordinated locally. Determine who is commanding them.

OPPORTUNITY OBJECTIVES

- Tap the Bathhouse Telephone Lines

Third Echelon field runner Frances Coen has been monitoring the activities of a Yakuza organization known as the Red Nishin. Tap the Bathhouse phone lines for her.

BRIEFING

JAPANESE SPLINTER CELLS?

Late in this mission you'll begin encountering your Japanese counterparts, complete with the trademark three-lens goggles. You'll see a red beam projecting from the visors, indicating they're in full Night Vision and can see you anywhere. These enemies also wear gas masks, completely negating Gas Grenades and Sticky Cameras (not that they'd fall for those anyway). Your Japanese counterparts are tough, smart, and surely the most difficult enemies you've ever faced. Their only weakness seems to be a lack of Thermal Vision, making Smoke Grenades one of the few non-lethal weapons that are effective against them.





SC-20K w/ SHOTGUN ATTACHMENT

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TACTICS / THE WALKTHROUGH

A Reception Area

Streets of Shinjuku

1 When you leave the alley where this mission opens, you'll find yourself outside of a dark street, where two nearby Displace employees are having a conversation. The pile of boxes is the obvious place to hide, and it works quite well. When the conversation ends, one enemy will sit down on one of the crates, clearly begging to get grabbed.



2 Take him out silently, and leave his body behind cover. By hugging the wall you can reach the first telephone box without straying from the darkness. Tap it to complete the first part of this mission's Opportunity Objective.

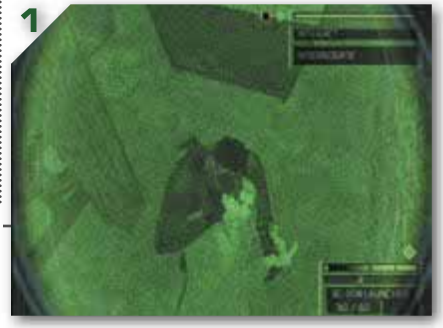


3 It isn't hard to lure over the second guard and KO him, but if you prefer to avoid it, you can climb the telephone pole to the right of the phone box and zip down the street on the phone line. That will deliver you to the opposite end of the map, overlooking the trap door that leads to the Laundry Room. Lower yourself gently from the overhang to avoid making any noise. You don't want the guard to look towards this brightly lit area.



Laundry Room

1 The underground tunnel leads to a Laundry Room that is dark and noisy, an ideal combination for sneaking. But the guard nearest to you will try to change that by turning on the lights on, so it's imperative that you grab him as soon as he sits down in his folding chair (he'll get up again to turn the lights on a second or two later). Drag him behind the laundry machinery as you interrogate him, then whistle over the other guard and get behind him by climbing over the machines.



Bathhouse Lobby

1 When you first use your Optic Cable at the door, you'll spot two guards having a conversation. Let them finish, then do an Open Door Stealth to get in and get behind the guard at the desk. So far, this mission has been all about yanking people out of chairs, hasn't it?

You can get through here without engaging the other guard, but you'll be back in this area later so it's a good idea to take him out of the picture. There's no one left to hear if you want to use a gun, or you can watch him from a dark spot and get behind him for a KO as he travels his patrol route.



2 The door located by the Lobby desk opens into an empty hallway that connects to the Reception Area. The other door on the left wall leads to a supply closet with a Med Kit and a ventilation shaft. The shaft connects to another supply closet, directly behind the reception desk. There isn't much difference, but the shaft is a slightly safer approach. The path to the right of the Lobby leads to the baths, but your orders are to visit the Private Rooms first, and they can only be reached through the Reception Area.



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GOALS

Gain Entry to the Bathhouse • Discover Who Shetland's Contact Is • Eavesdrop on Shetland's Meeting • Eliminate Shetland • Disarm Shetland's Bombs • Find Out Who Gave the I-SDF Assault Team Their Orders • Tap the Bathhouse Lines

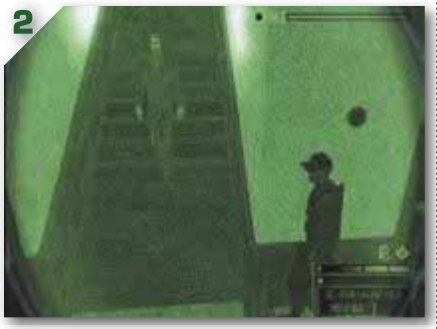
Reception Area

1 Whichever route you take you'll end up behind a door or curtain while two guards converse. If you came through the supply closet, you can utilize this time by using your Thermals or EMF Vision to locate the computer through the curtain. Use your EEV to hack into it (right through the fabric) and select Disable Cameras to make reaching the Private Rooms a hell of a lot easier. If you're coming through the hallway door, wait until the guards disperse and then get behind the desk to do the same thing. Switch the computer off either way, since it is a light source.

2 There are two routes to the Private Rooms. You can either take the stairs or go outside and climb through a window. The stairs are a much easier route, now that you've disabled the cameras. Before you ascend, wait at the bottom for the guard to come down and knock him out. Draw a weapon or move towards the front door and be ready to do the same to the outside guard, since he has very sharp ears.

3 If you want to try the outside route, make some noise to lure the outside guard in so you can take him in the doorway. Then pull yourself up on the steeply arched awning above the front door. From there you can jump up to a ledge and shimmy over to a window in the Private Rooms hallway.











Private Rooms

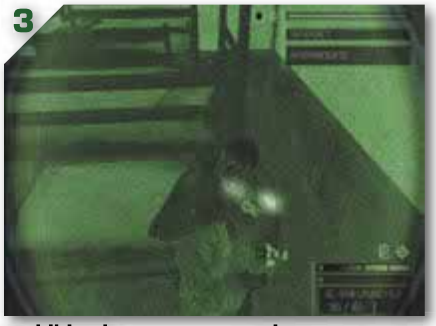
1 Whichever way you go, step one is to find the civilian in the hallway and grab him (he'll surrender peacefully). Upon interrogation he'll give you the code to the office, as well as a hint about this floor's mysterious other occupants. You promised Lambert, so choke him, just like Gandhi would have.

Enter the code the caretaker gave you at the office keypad (3650), and help yourself to the manager's files. You'll find the information you need in the cabinet or on the computer's reservation file.

2 Enter the code the caretaker gave you at the office keypad (3650), and help yourself to the manager's files. You'll find the information you need in the cabinet or on the computer's reservation file.

3 When you're done there, leap up and climb into the ventilation shaft behind the desk. That will take you into the barricaded room, where you can listen in on the conversation of two Japanese agents, which will lead to new objectives. From the ventilation shaft you can use your EEV to access either computer and read their e-mail, and for more details you can drop down and interrogate one. (BLUE goggles? They just wish they could be as cool as Sam.)





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TACTICS: THE WALKTHROUGH

B Public Baths

Locker Room

1 If you already cleared the Lobby, getting to the Public Baths will be easy. You'll find the entrance at the opposite corner of the Lobby from the desk.

2 The first area is a large, slightly spooky Locker Room that seems to be unoccupied. If you keep your ears peeled, however, you'll hear the guard in the first restroom stall. Door-bashing someone while they pee seems excessively cruel, but how can you resist?

3 The door out of the bathroom leads to your choice of destinations. The first left leads to the Pool, which is blocked off with a tarp that Sam can easily cut through. The second left leads to the entrance to the Public Baths. Both routes meet up after a room or two, but the Pool approach seems a bit easier. The Pool has a phone box, but the Massage Room through the Public Bath route has a Med Kit.







The Pool

1 If you skip the Pool, you'll miss one of the game's most amusing snippets of guard dialogue. Stay in a distant dark spot and use your EEV laser mic to catch it.

The phone box is in the opposite corner of the room, and going around the edges of the Pool will surely land you in the spotlight's glare. Instead, drop into the Pool and run along the bottom. You can climb up the ladder at the other end, and either shimmy around the rim trying to do pull down kills, or just slip by the guards entirely. After you tap the phone box, you can squeeze past the blockade to the left to find a shortcut to the Steam Room.

2 This entrance puts you right near the first guard, who should be looking away. This makes for an easy grab and interrogate. Try to find and KO the other guard amidst the steam, then go straight across to the entrance to the Private Baths.







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GOALS

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Public Baths

1 If you choose to head in this direction, you'll end up in a Public Bathroom with two guards and a flickery fluorescent light that turns on and off at regular intervals. The quickest way through here is to make sure the roaming guard isn't by the entrance, then crouch down and blow out the light for good.



Dash straight across to the bathtub, and jump in (it is open to the public, after all). If the guards saw you run through the light by the door, they'll move towards the light to investigate, and you can run for the other door while they're distracted. If they didn't you can grab the one at the bath for a water kill and sneak past the other in the darkness.

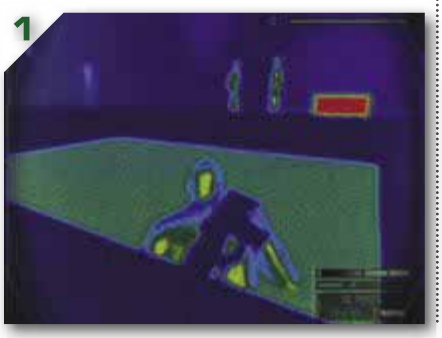


2 The hallway leads to a series of small massage rooms. The only attendant here is a civilian, and he'll cower and whimper while you go about your business. You can ignore him unless he's between you and the Med Kit, and then you'll want to introduce him to the palm of your hand.

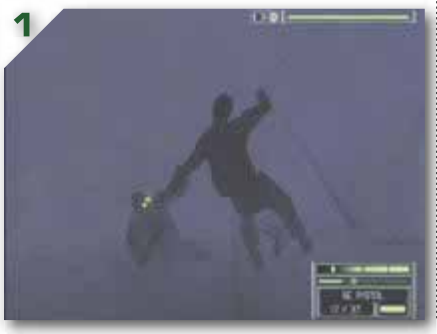


Steam Room

1 There are two guards in this room, and a fair amount of ambient noise. The thick steam prevents them from seeing you from a distance, but they can see you when you're close. Use your Thermal Goggles so you can see at greater range and try to avoid them as best you can by climbing into the baths when they're coming your way. If they wander near the edge, indulge your desire for a water kill.



2 If you're coming from the Public Baths, duck in to the door that is exactly opposite the way you came. This will lead to the Pool area, where you can find the second phone box. You should be able to avoid engaging any enemies here, since the box is just to the right of the door. The other door, across from that one, leads to the Private Baths.





C Private Baths, Etc.

Private Baths

1 The hallway leading to the Baths is packed with guards, and more will come a-running at the first sign of commotion. Fortunately, you have one advantage. Your Thermals can see right through the curtain here, allowing you to get the jump on the guards. If you want to use some of your toys, you can shoot Gas Grenades or Sticky things beneath the curtain (stand far back to get the right angle). If you want to get your hands dirty, OCP the light (you need to aim between the crack in the curtain) then step through and start slapping faces and kneeing groins. Shoot out the lights as you proceed to keep the guards blind and disoriented.





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TACTICS: THE WALKTHROUGH

Private Baths

[CONTINUED]

2 The third and final phone tap is behind the desk, but don't go for it until you've cleared the hall of foes. They're not above blowing you away while you're in the middle of the tap.



3 When the path forks, go to the left. You'll see a ventilation shaft that leads to the same place the door to the right does, but it allows you to avoid two sentries who are guarding the door.

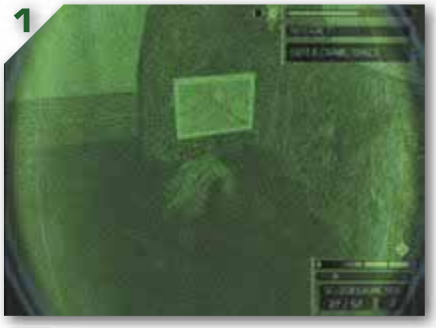


4 Whichever route you take will lead to an empty bath. To find Shetland's meeting, you'll need to pull yourself up on the rocks and squeeze behind the glass window to the planting strip. Past all the plants is a ventilation shaft that leads to Shetland's bath. Use your EEV to record all the gory details, and don't leave without remotely accessing his computer and reading the "Chaos Theory" e-mail.



Shower Room

1 Unless you want to end up in the middle of a heated gunfight between the I-SDF and Displace, avoid the door and crawl out of the ventilation shaft instead. Dash past the fighting and loop all the way around this area. Eventually you'll have to cross the hall behind the battle zone, to enter the newly unlocked Shower Room. You can still get hit by stray bullets, so run it quickly.



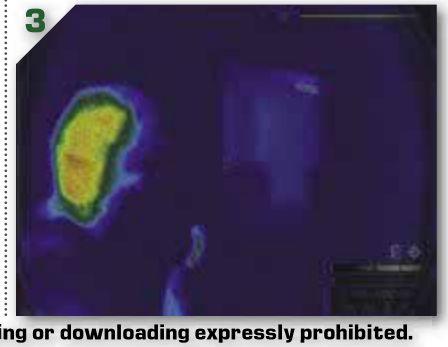


2 In the area opposite to that, heal up at the Med Kit, then disarm the Wall Mine at the entrance to the showers (use your Normal Vision or you'll miss it). Now would be a great time to save, because two great challenges are just ahead.



3 There are three fully goggled I-SDF agents inside the shower room, equipped with gas masks, Night Vision and full body armor. These guys are smart, and the only trick they fall for is a clip full of SC-20K fire in the head. Without a doubt, this is one of the game's most difficult gunfights.

They won't spot you until you make yourself known, so make your one free shot count. If you have the Assault Kit, put a Sniper round through the helmet of the guy hiding in the middle of the room (you can just see his head above it if you stand). If you don't, use a very carefully aimed Sticky Shocker. That will leave the two enemies on the left. Make sure your gun is on your right shoulder and keep them pinned there, staying almost entirely behind the cover of the entranceway wall yourself. You can track them through the wood with your Thermal Goggles.



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GOALS

Gain Entry to the Bathhouse • Discover Who Shetland's Contact Is • Eavesdrop on Shetland's Meeting • Eliminate Shetland • Disarm Shetland's Bombs • Find Out Who Gave the I-SDF Assault Team Their Orders • Tap the Bathhouse Lines

Shower Room

[CONTINUED]

!!! STEALTH TACTIC

Take advantage of your Foregrip here, but make sure to save a full clip of SC-20K ammo for the next area. Use your pistol if you have to, or throw a series of Smoke Grenades, kick on your Thermals, and run in and take them out with hand-to-hand tactics.

1



!!! ASSAULT TACTIC

Frag Grenades are a big help here, although you can't always count on them to get a kill. Throw one, (or better yet two in quick succession if you have them), then switch back to your gun and prepare to blow away your foes as they dive from cover.

Furnace Room

1 The door at the end of the shower room leads to a corridor with another Wall Mine, and then the furnace room. Shetland has planted three bombs here, each capable of blowing the bathhouse sky high. From the moment Lambert gives you the objective, you have 90 seconds to find the first bomb. After defusing each bomb the clock will reset, but new enemies will enter the room. Having to battle Shetland's super soldiers while the bomb timers tick away makes this, perhaps, the most challenging area in the game. I suggest you save immediately after disarming each bomb.

2 The first bomb is on the ground floor, to the left of the stairs. Look for the bombs with your normal vision, so you can see the red flashes. Disarming takes a while, during which Shetland will taunt you (you can't catch him here, at least not yet). When the bomb is defused, a new enemy will appear on the top floor. Pass back under the bars, but don't go out in the open. Instead, try to lure him over to you by making some noise. Catching him as he turns the corner is much easier than trying to fight by the staircase.

3 To get to the second bomb, you'll need to climb up the catwalks and then jump over the railing where you see the red glow. Disarming this one will release two new enemies, coming from the direction of the shower room. Time is tight, but try to kill them before you disarm the third bomb, or they may kill you while you're doing it. Hang out at the lower floor until you hear them coming closer (make some noise if you have to), then toss a Smoke Grenade over the railing above you. Jump onto the railing after it (climbing the pipe takes too long), and use your Thermals to find and knife the guards in the smoke.

4 To reach the fourth bomb, you'll need to jump to the isolated platform that's to the left of the bags of cement. Another new guard will come from the rear, but you may be able to avoid him and chase directly after Shetland.

5 That was the last enemy in this mission, besides Shetland. Follow him through the door for your climactic final confrontation. Save your game before you confront him if you want to see both possible conclusions...

2



3



2



3





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SOLO WALKTHROUGH

MISSION 10
KOKUBO SOSHO

GEAR

For most of this mission you'll be forbidden to kill, making non-lethal weapons like Sticky Shockers and Cameras far more valuable than Frags and extra ammo clips. The Stealth Kit is ideal for the brunt of the mission, but Redding's Recommendation will give you a bit more ammo to play with when the killing does start.

REDDING'S RECOMMENDATION		STEALTH KIT		ASSAULT KIT	
SC-20K	60 ROUNDS	SC-20K	30 ROUNDS	SC-20K	90 ROUNDS
LAUNCHER ATTACHMENT		LAUNCHER ATTACHMENT		LAUNCHER ATTACHMENT	
FOREGRIP ATTACHMENT		FOREGRIP ATTACHMENT		SHOTGUN ATTACHMENT	14 ROUNDS
SC PISTOL	40 ROUNDS	SC PISTOL	20 ROUNDS	SC PISTOL	40 ROUNDS
STICKY CAMERA	x3	STICKY CAMERA	x5	STICKY CAMERA	x2
STICKY SHOCKER	x3	STICKY SHOCKER	x5	STICKY SHOCKER	x2
GAS GRENADE	x3	GAS GRENADE	x3	GAS GRENADE	x2
AIRFOIL ROUND	x3	AIRFOIL ROUND	x5	AIRFOIL ROUND	x3
FRAG GRENADE	x1	FLASH GRENADE	x2	FRAG GRENADE	x3
FLASH GRENADE	x4	SMOKE GRENADE	x4	SMOKE GRENADE	x3
SMOKE GRENADE	x3				

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GOALS

NOTE: The grey text signifies that the respective Goal is acquired at some point during the Mission, and does not appear among the "default Goals" of the Mission.

PRIMARY OBJECTIVES

• Do Not Kill Anyone

Relations with Japan are at the breaking point. Killing anyone will result in mission failure.

• Contact the Detained American Officers

American officers stationed at the Kokubo Sosho have been detained by the SDF in the Press Room on the top floor over the Main Lobby. Contact them for information.

• Gain Access to the War Room

The sealed doors to the Kokubo Sosho War Room can be unlocked from the Main Server Room in the lower level.

• Record the Meeting in the War Room

The heads of the Self Defense Force are holding an emergency meeting in the War Room on the lower level. Record the meeting with your laser mic.

• Access the I-SDF General's Laptop

Use your EEV to access the laptop of the general in the War Room from the overlooking vent.

• Cripple Otomo's I-SDF Servers

Get to the I-SDF command center in the sub-levels and destroy Otomo's servers before it is too late.

• Capture Otomo Alive

Fifth Freedom. The non-lethal restriction is lifted for anyone except Admiral Otomo, who must be captured alive if there is any hope to stabilize the region.

SECONDARY OBJECTIVES

NO SECONDARY OBJECTIVES IN MISSION 10.

OPPORTUNITY OBJECTIVES

NO OPPORTUNITY OBJECTIVES IN MISSION 10.

BRIEFING

NON-LETHAL COMBAT

This isn't the first time you've had to go into combat with do-not-kill orders, but it's probably the most difficult. In the past you could avoid most guards or take them with hand-to-hand tactics, but the enemies in this mission tend to patrol in the buddy system, sticking so close to each other that you can't KO one without being noticed by the other. This makes long-range non-lethal weaponry key. If you don't have enough Sticky Shockers, use your Sticky Cameras as replacements by firing them near your target's feet and immediately releasing the gas.

CAPTURE & INTERROGATION

After entering the Basement Area of this mission, you'll begin facing enemies who are equipped with non-lethal weaponry similar to your own Sticky Shockers. If you're hit by one of these, you'll wake up tied to a chair, being knocked around by an I-SDF agent. The Pick Cuffs option will flash periodically, but you won't have time to do it until the thug gives up and his partner starts filling a syringe. At that point, you can pick your cuffs the way you pick locks, except you won't see anything on the screen, and will have to go by sound and controller feedback alone.

Once free, it's easy to grab and interrogate the "doc" while his back is turned, and then door bash the torturer. You'll find your equipment in a crate between the warehouse shelves, and you can then resume your mission, albeit with one alarm tripped and very little health. Don't forget about the restroom off of the Basement Area where you can restore your health with a Med Kit.











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TACTICS THE WALKTHROUGH

A Reception

Outside Approach

1 Ah, remember those crazy UAV things? Good times. Fortunately, the one that patrols this outside area isn't much of a threat, since you can stay in the tunnel all the way to the door. If you decide to infiltrate through the other route, a ventilation shaft on the opposite wall, the UAV might manage to catch you in the act. Disable it with your OCP to be safe.







2 If you take the door in, go ahead and break the lock. This small tunnel connects to a corner section of the garage, which connects to a much longer tunnel. Use your Optic Camera with Night Vision at the door to get a preview of the infrared camera's beam and the placement of the guards. If you open the door and head immediately to the right after disabling the camera, you'll find two doors. The first leads to a garbage room with the other end of the ventilation shaft you saw outside, and the other leads to a ladder to the Main Lobby.

If you run under the camera's beam and around the two soldiers, you'll reach a secret alternate entrance where a grate has been pried off a short shaft-like tunnel that you can squeeze into while crouching. (You can run around without the soldiers noticing if you go to their right, where there's less light.) At the end is a pipe you can climb to the Third Floor.







Main Lobby

1 If you entered from the Outside Approach, you'll end up in a machine room with a ventilation shaft that connects to a bathroom. If you can enter quietly, you'll catch the guard while he's in the stall in the far right. You're already going to hell for door-bashing that guy in the Bathhouse Locker Room toilet, so what have you got to lose?



2 The corridor outside the bathroom leads to an expansive interior lobby. There's a guard looking your way here, and you can either Sticky Shocker him from the hallway or sneak around him by slipping behind the glass of the sign/fountain thing to your right.





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GOALS

Do Not Kill Anyone • Contact the Detained American Officers • Gain Access to the War Room • Record the Meeting in the War Room • Access the I-SDF General's Laptop • Cripple Otomo's I-SDF Servers • Capture Otomo Alive

Reception Area

[CONTINUED]

3 To the left of that guard is an entrance to the Offices area. Behind him is the main entrance, which is unmanned. But there's a camera keeping watch (the normal kind) and you'll want to find it with your EMF and disable it from a great distance away. Beneath the camera is a ventilation shaft that also leads to the Offices area, but from a much more advantageous location. If you'd rather be behind the guard than in his face, this is the way to go.

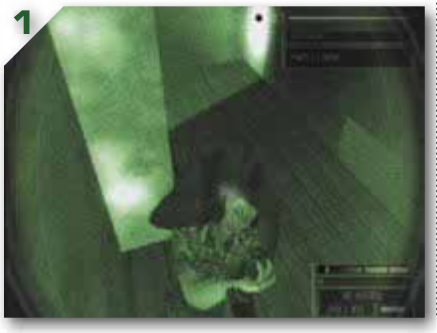




B Offices

Offices 1F

1 If you take the shaft from the Main Entrance, you'll end up behind the lower of two guards. Sneak up and grab him, then drag him away. Hopefully this will get the attention of his partner on the third floor, who will then come down to investigate. Drop him with a non-lethal weapon of your choice, or lure him behind the sculpture for a KO.



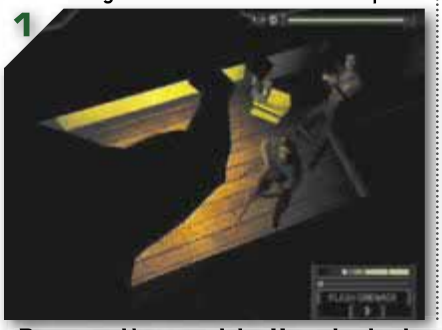
2 Hack into the computer at the desk to find an e-mail with the Server Room code. It will be some time before you need that, though. Our first stop is the Third Floor Press Room, where the American captives are being held. There are two ways to get up there: The stairs, or by climbing up the elaborate modern art sculpture and climbing through the rafters to a ventilation shaft. The sculpture option is the most difficult, but it will put you in a good position to avoid the guards and camera in the Press Room.

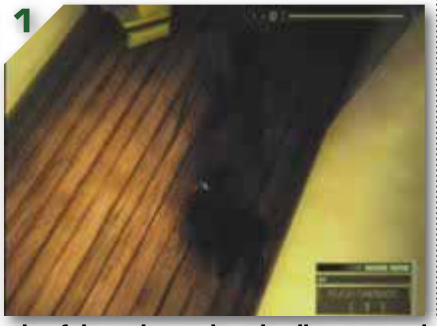




Third Floor

1 If you entered from the Outside Approach, you'll end up in a machine room with a wide opening near the top of the right wall. Pull yourself up and crouch at the lip of the hole while you scan the hallway. There's a guard and an armed janitor here, and even if you can drop on one of them, the other will get a few shots in. A better plan is to get them close with a whistle, then toss a Flash Grenade down there. While they're disoriented, drop down and KO them both.







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TACTICS: THE WALKTHROUGH

Press Room

1 Going in through the Press Room's front door is not a good option, since it's well-lit and well-guarded. If you took the stairs or entered from the Outside Approach, you'll find a ventilation shaft outside the Press Room that will take you safely to a dark end of the room. From there, surgically removing certain spotlights will allow you to catch the guard in a dark spot and talk to the prisoners without being seen by the camera. Start by OCP'ing the spotlight above the table, KO the guard, then shoot out the light above the prisoners.

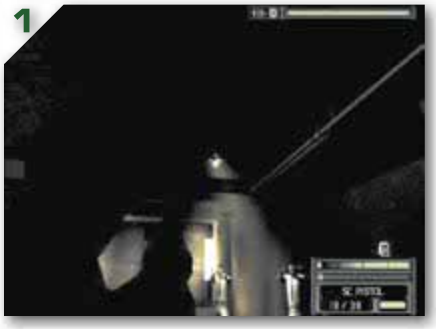
1





If you came up through the ventilation shaft at the end of the rafters (by climbing the sculpture) you'll end up in an outside row of planters. The foliage will cover you as you approach the captured prisoners and shoot out the light that's directly above of them. You can converse from the shadows, but you can't go back the way you came, so you'll need to escape through the ventilation shaft in the corner opposite the prisoners.

1



1



1



C I-SDF Base

Basement Area

1 After speaking with the prisoners, Sam will receive a new objective: "Record the Meeting in the War Room." The War Room is deep underground, past the now-open automatic door adjacent to the staircase in the Main Lobby.

2 Before you approach the escalator, turn off the power in this area by flipping the switch on the back wall. This will allow you to descend without being noticed by the trio of guards below. But before you go anywhere, hang out at the top of the escalator and prepare to KO the first of the guards when he comes up to investigate.

1



2



2



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GOALS
Do Not Kill Anyone • Contact the Detained American Officers • Gain Access to the War Room • Record the Meeting in the War Room • Access the I-SDF General's Laptop • Cripple Otomo's I-SDF Servers • Capture Otomo Alive

Basement Area

[CONTINUED]

3 The enemies down here are all using non-lethal ammunition that will drop you in one hit and lead to your capture (see "Capture and Interrogation" in the Briefing section). Being captured sets off an alarm, but is not such a horrible thing; it puts you closer to your Server Room destination, for example. But you can only survive being captured once, so it's best to avoid it if you can.

Coming from the escalator, you'll find the sealed door to the War Room opposite the entrance (on the other side of the elevator block), a restroom with a Med Kit down a path to your left, and a Retinal Scanner-sealed door that leads to the Server / Interrogation Rooms to your right. Beware of the camera in the white bulb on the ceiling, which you can disable with a carefully targeted OCP shot at the base.

Go ahead and use a Sticky Camera or Sticky Shocker to get rid of one of the two remaining guards, then try to get behind the other and grab him if you can. If you take him out too, you'll need to hack the retinal scanner to reach the Server Room. You have only a few seconds to make this hack, so back out if the numbers don't come up immediately.







Server/Interrogation Room

1 If you were captured and are escaping the Interrogation Room, you can find two Sticky Shockers on a shelf by the door. If you haven't been captured, there isn't much point stopping by the Interrogation Room at all, since there are two difficult enemies in there and very little to gain (except those Sticky Shockers).

2 To unlock the Server Room, enter the code (1945) in the keypad. Don't charge in after opening the door; instead, hang back and use your Night Vision goggles to scan the room. You'll see that two different infrared cameras are sweeping this area in circular arcs.

Whenever the infrared beams hit you, an alarm rings and the computers sink into the floor. If you're coming here after being captured, the computers will be sunk in the floor from the start. To reset them, you'll need to use the retinal scanner in the corner of the room opposite the door (you can either grab a guard and force him into it, or hack it). If there are no guards in the room, new ones will come from outside to respond to the alarm.

When the computers are up, the part you can interact with will either be on the right side of the first or second row (it looks different from all the others, even in Night Vision). All you need to do is select Use Computer there to unlock the War Room.







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TACTICS: THE WALKTHROUGH

War Room

1 The Server unlocks the Red Room that contains the War Room, but the only way into the War Room itself is from an air vent on the opposite side of it. To get there you'll need to contend with two guards and a pair of infrared cameras (mounted in bulbs) on either side. Dealing with the cameras is a simple matter of using your OCP effectively, but getting around the guards can be a little tricky, since this is one of those areas where it's difficult to tell where the light and dark spots are. Fortunately, there is plenty of darkness (particularly in the rear of the room) and there's even a bit of ambient noise.









2 If you look at the ceiling behind the War Room, you'll see some missing panels you can use to pull yourself up. Climb into an air vent from there and you'll have a front row seat for the War Room meeting.

3 Remember those cameras on your way out! As soon as you're out of the War Room area, step into the open elevator and ride it all the way down.

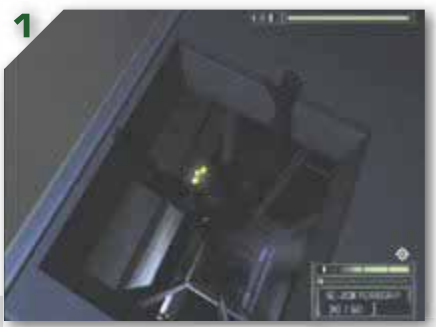




D Lower Levels

The Deep Below

1 The elevator stops a bit above ground level, so you'll have to lower yourself into the hatch and drop down to the surface rung by rung. Stay in the water at the bottom until the guard wanders by, then pull him in for a cheap kill. When you pull yourself out of the water, a three-minute timer will start ticking. Don't worry, it's plenty of time for the short series of challenges you'll face before you reach the I-SDF computer.





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GOALS

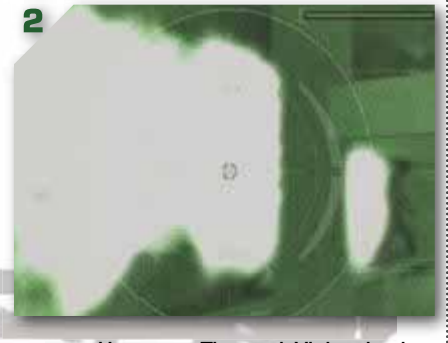
Do Not Kill Anyone • Contact the Detained American Officers • Gain Access to the War Room • Record the Meeting in the War Room • Access the I-SDF General's Laptop • Cripple Otomo's I-SDF Servers • Capture Otomo Alive

The Deep Below

[CONTINUED]

2 After pulling yourself up, go around to the right. A pack of guards are creeping their way towards you here, and the walls are laced with Wall Mines. If you can reach them quickly, however, you can clear the entire room by shooting the first Wall Mine and setting off a lethal chain reaction.





3 Use your Thermal Vision in the next room to reveal the series of laser tripwires that will activate a deadly automated turret when crossed. You can avoid them by crouch-walking beneath them when they're at their highest point.



4 As soon as you enter the third room, pull yourself over the railing to the right. Stay near the wall and move quietly, while scanning to your left with Thermal Goggles. When you see the guard, approach the ledge from his side and fire over it, straight into his head.





5 Set a charge at the computer at the end of the room, then back up far enough to detonate it safely. This will stop the timer, but you're not out of the woods yet. Seek cover near the wall opposite the computer and prepare for a firefight with a pair of enemies that will enter from the opposite side of the room. They seem to be aiming for the server, so from your hiding spot you'll get the jump on them. Use any remaining Sticky Shockers before you switch to less accurate ammunition.





Otomo's Office

1 After your conversation with Otomo, Lambert will order you over to help him. You have several minutes to reach him before he bleeds out, but you will fail the mission outright if you decide to ignore orders and let him die. You'll find an underground passage to his office through the passageway behind you, and stabilizing him is a simple matter.

There's only one way out of here afterwards, and that's to set an explosive charge at the glass window behind Otomo's desk. Use the ten seconds you have before detonation to get as far away from the blast as possible, or it will take you with it. Then prepare for Sam's most unusual exfiltration yet!





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COOP PS2/GC / 01: SEOUL

[BRIEFING]

Your first mission as Splinter Cells-in-training is to capture your target, Jong Pom-chu. Pom-chu knows secrets about North Korea's chemical and biological weapons programs and therefore must be taken alive—his death will result in mission failure. Current intel suggests that Pom-chu is hiding in a hotel in Seoul, South Korea.

AGENT'S GEAR

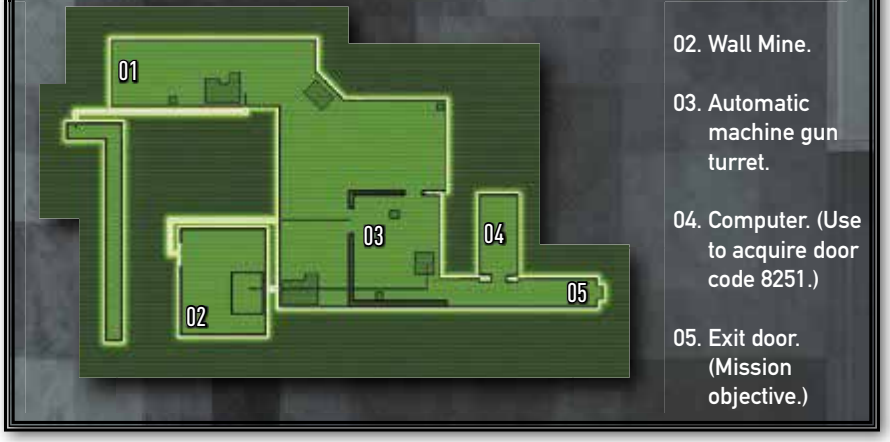
SC-20K — 60 ROUNDS LAUNCHER ATTACHMENT	SC PISTOL — 40 ROUNDS OCP ATTACHMENT	STICKY CAMERA — x1
FLASH GRENADE — x1	ADRENALIN SYRINGE — x2	

STAGE 01: STREETS

OBJECTIVE(S)

- [] Reach the east door on the first floor of the decrepit building to infiltrate the hotel where Jong Pom-chu is hiding.

MAP FEATURES



01. Insertion point.
02. Wall Mine.
03. Automatic machine gun turret.
04. Computer. (Use to acquire door code 8251.)
05. Exit door. (Mission objective.)

A Agent 1 should position himself for a Boost COOP move near the tall crate close to the insertion point. Agent 2 should complete the move so he can grab the top of the crate. The agents should then perform a Human Ladder COOP move so that Agent 1 can climb to the top of the crates.

Agent 1 should creep along crates and the ledge of the building that follows. Agent 2 should remain on the streets, circling around the crates and moving through the shadows to grab the patrolling guard ahead.

While Agent 2 interrogates the guard to learn the door code (8251), Agent 1 should use the zip line to enter the top floor of the decrepit building across the street.

Agent 1 should disable the Wall Mine on the second floor of the building by slowly creeping toward it and selecting the action in his HUD Interact menu. (Use EMF Vision to easily spot the Wall Mine.)

After interrogating the guard, Agent 2 should open the nearby door, which leads into the first floor of the decrepit building.

B Agent 2 should use his Pistol's OCP to knock out the light on the ceiling. Once the light is out, Agent 1 should drop through the hole in the building's second floor to reach the now-darkened first floor. Don't move in front of the automatic machine gun turret—it will rip you to shreds.

Agent 1 should quickly move down the hall and knock out the guard on patrol before Agent 2's OCP runs out of juice.

C The area is now clear of guards. To complete this portion of the mission, open the door at the end of the hall using the door code Agent 2 learned from the guard he interrogated earlier. (The code is 8251.) You can also use the nearby computer to learn the door code.







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STAGE 02: ROOFTOPS

OBJECTIVE(S)

- [x] Interrogate Jong Pom-chu.

A Agent 2 should use the shadows to sneak up to the guard in the corner of the lower area. To approach the guard unseen, Agent 2 should sneak through the crawlspace in the crates near the wall.

Once out of the crawlspace, Agent 2 should press his back to the wall and inch toward the guard. This helps him avoid moving into the light and being detected. Agent 1 should pull out his weapon and target the guard to provide cover for Agent 2. Once Agent 2 sneaks up to the guard, he should knock him out.

B Shortly after Agent 2 knocks out the guard, Jong Pom-chu climbs down from the rooftops to check on his comrade. Agent 1 should press his back to the wall and inch toward Pom-chu to avoid detection.

C Agent 1 should grab Pom-chu from behind once he's snuck into position. To complete this portion of the mission, Agent 1 must interrogate the man to learn he's actually just posing as Jong Pom-chu; the real Pom-chu has already fled the hotel.

MAP FEATURES



01. Insertion point.
02. Guard.
03. Jong Pom-chu's starting position. (Mission objective.)







STAGE 03: GARDENS

OBJECTIVE(S)

- [x] Bomb the anti-aircraft vehicle.

A Agent 1 should use his Pistol's OCP to disable the automatic machine gun turret. (EMF Vision can help you target the machine gun turret.) Agent 2 should run directly south past the turret while it's disabled, staying in the shadows near the turret.

B After reaching the dark, narrow alley past the gun turret, Agent 2 should use his OCP to disable the turret a second time, allowing Agent 1 to catch up with his teammate.





MAP FEATURES



01. Insertion point.
02. Automatic machine gun turrets.
03. Anti-aircraft vehicle. (Mission objective.)

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Both agents should run west to the opposite side of the Gardens, keeping close to the outside wall.

C Using EMF vision and his OCP, Agent 2 should disable the automatic machine gun turret near the anti-air vehicle. Agent 1 should run north to the shadows behind the vehicle while the turret is disabled.

D While hiding in the shadows near the anti-air vehicle, Agent 1 should use his EMF and OCP to disable the gun turret. Agent 2 should run past the turret and meet up with his teammate while the turret is disabled.

E Agent 2 should move behind the anti-air vehicle and initiate a COOP move by selecting the "stand on shoulders" action in his HUD Interact menu. Agent 1 should complete the COOP move and then select the "place charge" action from his HUD Interact menu to complete this portion of the mission.







STAGE 04: FISH MARKET

OBJECTIVE(S)

Reach the west door of the Fish Market to infiltrate the Cyber-Café where Jong Pom-chu is hiding.

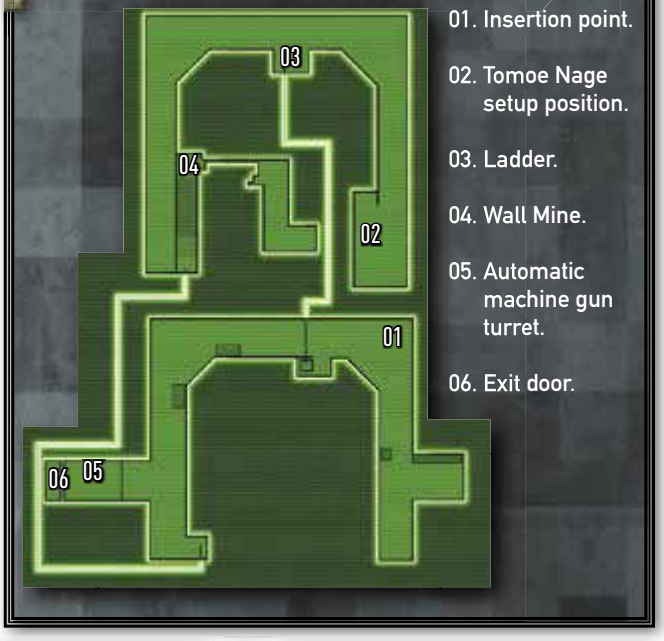
A Both agents should move south down the walkway and drop off the south end of the walkway to reach the lower walkway below.

Agent 2 should set up for a Tomoe Nage COOP move. When Agent 1 completes the move, he is thrown across the water and lands on the dock ahead.

B Agent 1 should creep north toward the narrow beam that stretches west across the water below. Agent 2 should move north along the walkway and climb up the north ladder.

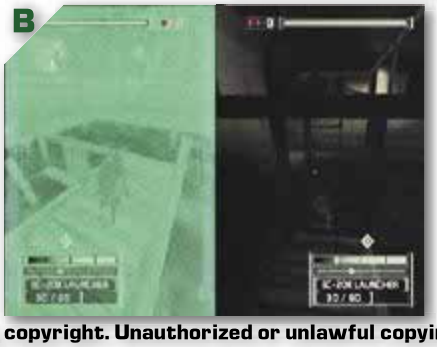
C Agent 1 should drop off the north side of the dock so that he grabs onto the edge, then shimmy across the beam. Agent 2 should begin moving west and then south along the upper walkway, making sure he isn't spotted by the two patrolling guards.

MAP FEATURES



01. Insertion point.
02. Tomoe Nage setup position.
03. Ladder.
04. Wall Mine.
05. Automatic machine gun turret.
06. Exit door.







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D Agent 1 should pull himself up onto the small portion of walkway near the base of the stairs. He should then carefully move to disable the Wall Mine to his right. (Use EMF Vision to easily spot the Wall Mine.) Agent 2 should hang over the side of the walkway's railing to conceal himself as he waits for his partner to disable the Wall Mine.

E After Agent 1 disables the Wall Mine, both agents are in position to sneak about and knock out the two patrolling guards. Work together and strike from the shadows to do this without being detected.

F After dealing with the guards, Agent 2 should use his OCP to disable the automatic machine gun turret near the exit door. To complete this portion of the mission, Agent 1 should quickly break the lock on the door while the gun turret is disabled.







STAGE 05: CYBER-CAFE

OBJECTIVE(S)

- [x] Interrogate Jong Pom-chu.

A Both agents should run up the stairs from the insertion point. Agent 1 should open the door at the top of the stairs. Both agents should move through the door to enter the second floor of the café.

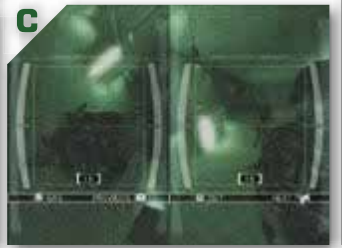
B Both agents should hide in the shadows on the other side of the door to ensure the two guards don't notice them. The agents should then fire their Sticky Cameras at the south wall across the room, aiming for the shadows near the dartboard.

C Both agents should make noise with their Sticky Cameras to lure the guards toward the devices. When the guards are within range, the agents should release the Stick Cameras' knock-out gas to neutralize the guards.

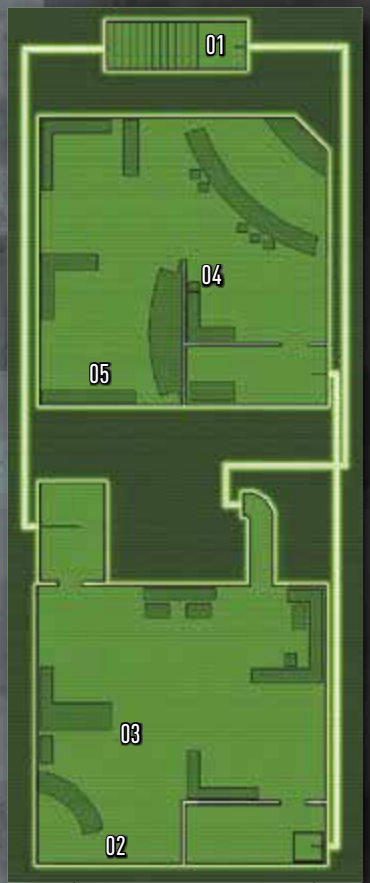


After knocking out the guards, Agent 1 should use his EMF Vision and his OCP to locate and deactivate the automatic machine gun turret. Agent 2 should then sprint south across the room.





MAP FEATURES



01. Insertion point.
02. Sticky Camera wall.
03. Automatic machine gun turret.
04. Light switch.
05. Jong Pom-chu. (Mission objective.)

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D Once Agent 2 has crossed the room, he should return the favor and disable the gun turret so Agent 1 can join him.

E After reaching the south side of the room, both agents should move east toward the door, keeping close to the south wall to avoid being shot by the automatic machine gun turret.

F Both agents should drop through the hole in the floor to reach the first floor of the café.

G To open the following door, both agents must simultaneously press the switches at either side of the door.

After passing through the door, Agent 1 should move to hit the light switch on the nearby wall. (#4 on the map.) As he does this, Agent 2 should creep through the shadows, heading toward Jong Pom-chu. (#5 on the map.)

H By turning off the lights, Agent 1 draws the patrolling guard's attention toward him and away from Pom-chu. This allows Agent 2 to sneak behind Pom-chu and grab him without being noticed by the guard.

I The mission is successfully completed after Agent 2 interrogates Jong Pom-chu.









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COOP PS2/GC 02: CHEMICAL BUNKER

[BRIEFING]

The information Jong Pom-chu provided during his interrogation has raised suspicions about the North Korean chemical weapons bunker outside Namp'o-si. In the second COOP mission, the agents-in-training must infiltrate the secret underground bunker to find out what the North Koreans are planning and what their chemical and biological capabilities are.

AGENT'S GEAR

SC-20K — 60 ROUNDS LAUNCHER ATTACHMENT	SC PISTOL — 40 ROUNDS OCP ATTACHMENT	STICKY CAMERA — x1
FLASH GRENADE — x1	ADRENALIN SYRINGE — x2	

STAGE 01: SILO

OBJECTIVE(S)

- [] Use the west missile silo to reach the north underground door and infiltrate the bunker.

A While remaining in the shadows, one of the agents should throw his Flash Grenade at the feet of the two guards near the insertion point.

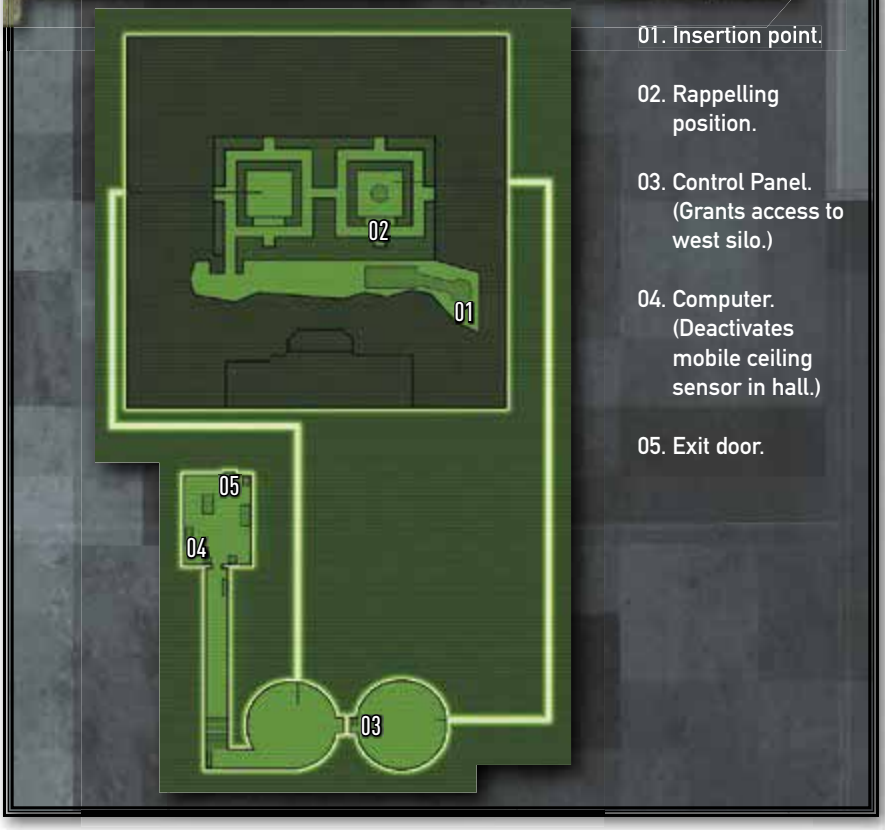
After stunning the guards with the Flash Grenade, both agents should rush toward them and knock them out with blows to their heads.

Both agents should climb down the ladder past the guards to proceed.

B Both agents should move to the east missile silo. Agent 2 should climb onto the silo and initiate the Dual Rappelling COOP move by selecting the action in his HUD Interact menu. Agent 1 should complete the move to begin rappelling down the side of the silo.

C Agent 1 must take care not to trigger the wall-mounted alarm detectors as he descends. Agent 2 should move the rope side-to-side to help his teammate avoid the detectors as he goes.

MAP FEATURES



01. Insertion point.
02. Rappelling position.
03. Control Panel. (Grants access to west silo.)
04. Computer. (Deactivates mobile ceiling sensor in hall.)
05. Exit door.







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D Agent 1 should activate the control panel at the bottom of the east missile silo. (#3 on the map.) This raises a platform in the west silo. Afterwards, Agent 1 must climb his teammate's rope to return to the surface.

Both agents should move to the west missile silo and jump onto the platform Agent 1 raised. One of the agents should use the control panel on the platform to make it descend.

E After reaching the bottom of the west missile silo, both agents should move into the hall. Agent 1 should use his Pistol's OCP to deactivate the mobile sensor on the ceiling. Agent 2 should quickly run to the door at the end of the hall, break its lock and enter the room beyond.

Agent 2 should use the computer inside the room to deactivate the mobile ceiling sensor. (#4 on the map.) Agent 1 may then safely cross the hall and join his teammate.

F Both agents must simultaneously press the switches at either side of the exit door to open it and complete this portion of the mission.







STAGE 02: LABORATORIES

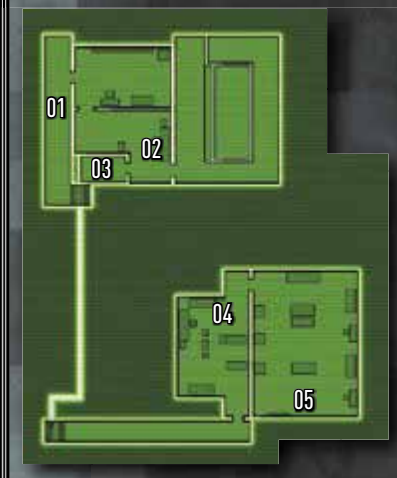
PRIMARY OBJECTIVE(S)

- ☑ Retrieve blood sample from refrigerated storage.
- ☑ Recover the viral protocol from the main laboratory.

OPPORTUNITY OBJECTIVE(S)

- ☑ Confirm the intention to launch a chemical weapon.
- ☑ Discover the head of the bio-weapons project.
- ☑ Retrieve the video file of monkey operation.

MAP FEATURES



01. Insertion point.
02. Computer. (Refrigerator door code 1423.)
03. Refrigerator. (Primary objective: blood sample.)
04. Computer. (Opportunity objective: video file.)
05. Computer. (Primary objective: viral protocol.)

A Agent 1 should use his EMF Vision and OCP to disable the mobile ceiling sensor in the hall ahead of the insertion point. Agent 2 should then run to the door in the hall, hack the keypad and enter the room beyond.

B After entering the room, Agent 2 should use his EMF Vision and OCP to disable the mobile ceiling sensor. Agent 1 should then run into the room and join his teammate.

C Both agents should move to the shadows at the south side of the room. Agent 1 should use his EMF Vision and OCP to disable the surveillance camera on the east wall. Agent 2 should then run past the camera and hide in the shadows near the computer. (#2 on the map.)









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D After reaching the shadows, Agent 2 should use his EMF Vision and OCP to disable the surveillance camera again. Agent 1 should then run to the computer (#2 on the map) and hack it (the surveillance camera can't see Agent 1 as he hacks the computer) to retrieve the door code for the nearby refrigerator. (The code is 1423.)

E After hacking the computer, Agent 1 should join his teammate in the shadows. He should then use his EMF Vision and OCP to disable the surveillance camera while Agent 2 uses the door code (1423) to enter the refrigerator. (#3 on the map.)

F Agent 2 should collect the blood sample from within the refrigerator. This completes the primary objective: "Retrieve blood sample from refrigerated storage." Agent 1 should then disable the camera again so Agent 2 can exit the refrigerator safely.

G Both agents should exit the room through the doorway across from the refrigerator and proceed north down the following hall.

H Crouch in the shadows of the steel walkway that follows and listen to the conversation between the two technicians in the laboratory below. After listening to their first conversation, you complete an opportunity objective: "Confirm the intention to launch a chemical weapon." Wait a few moments until the techs begin to speak again. After listening to their second conversation, you complete another opportunity objective: "Discover the head of the bio-weapons project."

I When the technicians move away, both agents should creep to the north side of the walkway. (If the technicians don't move away, use a Sticky Camera to lure them off.) Agent 1 should use his EMF Vision and OCP to disable the surveillance camera in the lab below. Agent 2 should then climb over the railing and drop to the shadows near the computer. (#4 on the map.)

J After landing in the lab, Agent 2 should move to the shadows near the northeast door. He should then use his EMF Vision and OCP to disable the surveillance camera so that Agent 1 can climb over the railing and join his teammate in the shadows near the door.

K Next, Agent 2 should use his EMF Vision and OCP to disable the surveillance camera again. Agent 2 should then run to the computer (#4 on the map) and use it to complete the final opportunity objective: "Retrieve video file of monkey operation."

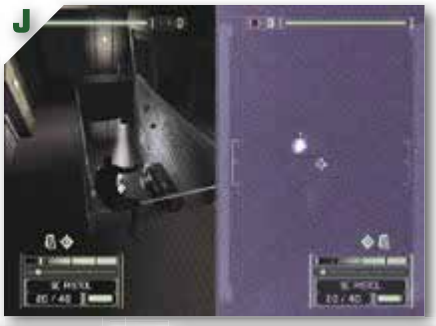
L After using the computer, Agent 2 should move to the nearby northeast door and hack the keypad to gain access to the main laboratory.

M Both agents should enter the main lab. Agent 1 should use his EMF Vision and OCP to disable the surveillance camera on the south wall. Agent 2 should then run toward the computer below the surveillance camera. (#5 on the map.)

N Agent 2 must hack the computer to complete the final primary objective for this portion of the mission: "Recover the virus protocol from the main laboratory."















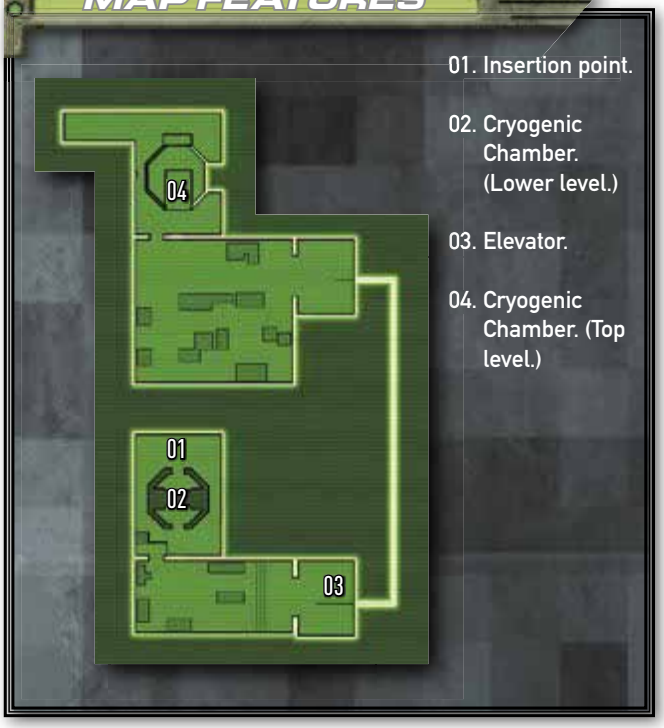
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STAGE 03: CRYOGENIC CHAMBER

PRIMARY OBJECTIVE(S)

- [x] Create a sample of the anti-virus in the cryogenic chamber.
- [x] Retrieve the sample of the anti-virus from the top of the cryogenic chamber.

MAP FEATURES



01. Insertion point.
02. Cryogenic Chamber. (Lower level.)
03. Elevator.
04. Cryogenic Chamber. (Top level.)

A You begin near the cryogenic chamber. Each agent should enter the cryogenic chamber—one agent on one side of the chamber, and the other on the opposite side. Both agents must then hack the cryogenic chamber's control pads in order to mix the anti-virus.

B After hacking the control pads, call up your notes to review the anti-virus protocol. (The anti-virus protocol is A2, B3, B1, A1, B2, A3.) Mix the anti-virus in the sequence indicated in your notes to complete the first primary objective: "Create a sample of the anti-virus in the cryogenic chamber."

C After mixing the anti-virus, both agents should run toward the elevator. Agent 2 should use his EMF Vision and OCP to disable the surveillance camera above the elevator. Agent 1 should run to the elevator while the camera is disabled.

D Agent 1 should move to one side of the elevator and use his OCP to disable the camera above. Agent 2 should then run to the elevator.

E Call the elevator. Both agents should enter the elevator when it arrives. Agent 1 should shoot the light on the ceiling of the elevator to plunge the elevator into darkness. Agent 2 should use the elevator's control panel to move to the second floor.

F While the elevator is in motion, Agent 2 should ready a Flash Grenade. As soon as the elevator doors open, Agent 2 should throw his Flash Grenade at the feet of the two guards in the room ahead.

G While the guards are stunned by the effects of the Flash Grenade, both agents should rush forward and grab them from behind. The agents should then force the guards to activate the twin retinal scanners and open the nearby door. Both agents should then choke the guards after opening the door to knock them out.

H Both agents should move through the door to reach the top of the cryogenic chamber. (#4 on the map.) Agent 1 should initiate a Hangover COOP move near the top of the chamber by selecting the action from his HUD Interact menu. Agent 2 should then complete the Hangover and lower his teammate into the chamber to retrieve the anti-virus and complete the final primary objective for this portion of the mission: "Retrieve the sample of the anti-virus from the top of the cryogenic chamber."



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STAGE 04: STORAGE ROOM

OBJECTIVE(S)

Retrieve the viral sample from the missile's warhead.

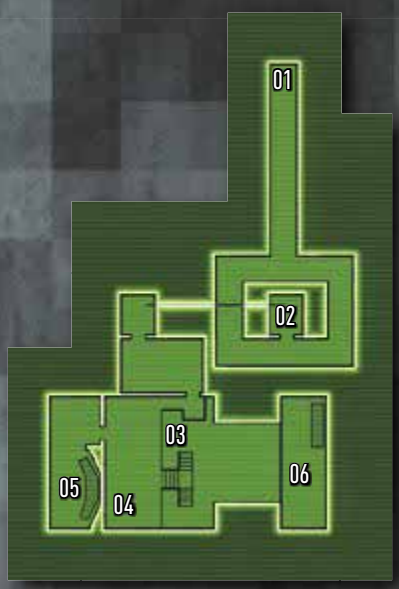
A Both agents should run down the hall from the insertion point when the laser grid on the floor shuts off. A sound lets you know that the laser grid is about to come back on. Both agents should perform a wall split when they hear the sound to avoid the laser grid. When the lasers disappear, both agents should drop down and quickly run to the elevator door at the opposite end of the hall.

B The agents must simultaneously press the switches at either side of the elevator door in order to open it. After opening the door, both agents should enter the elevator when the small laser grid on the floor shuts off.

C The agents should take the elevator to the next floor. When they arrive, both agents should move into the storage room beyond the elevator.

When the agents enter the storage room, Agent 2 should climb over the railing directly ahead and land on the floor of the room. He should then jump and grab onto the edge of the walkway to his right, where a guard is on patrol. (#3 on the map.) Agent 1 should ready a Sticky Camera and take aim at the guard patrolling the lower portion of the storage room.

MAP FEATURES



01. Insertion point.
02. Elevator.
03. Ledge grab position.
04. Automatic machine gun.
05. Control panel. (Lowers missile.)
06. Missile. (Mission objective.)







Agent 1 should wait until the guard patrolling the walkway moves into a suitable position for Agent 2 to execute a ledge grab. When Agent 2 is able to grab the guard, Agent 1 should fire his Sticky Camera at the floor right near the feet of the other guard. Both agents should then knock out their guards simultaneously—Agent 1 should release the Sticky Camera's gas at his guard as Agent 2 pulls the walkway guard over the side of the railing.



D After knocking out the guards, Agent 2 should use his EMF Vision and OCP to disable the automatic machine gun turret stationed on the walkway. (#4 on the map.) Agent 2 should then run through the west door and activate the control panel (#5 on the map) in the room beyond to lower the missile.

Agent 2 should deactivate the gun turret a second time so Agent 1 can exit the control room. Both agents should then climb the fence on the opposite side of the storage room to reach the missile. (#6 on the map.)



E The agents must simultaneously hack the missile's warhead in order to attain the viral sample. If one agent deciphers his code before the other, it's important that he wait for his teammate to figure his code out before locking it in—the codes must be locked at the exact same time. Successful hacking completes this portion of the mission.

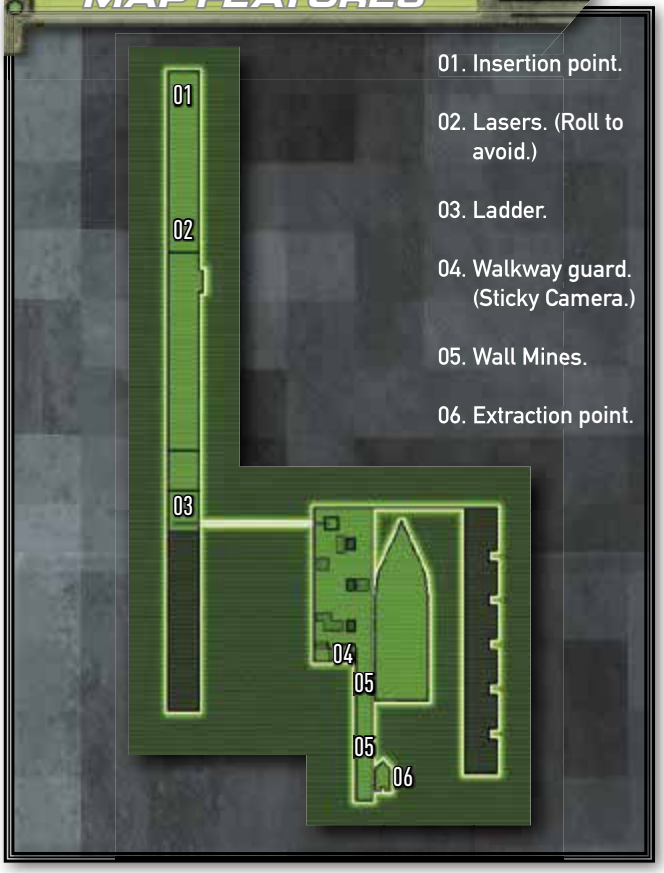
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STAGE 05: THE DOCKS

OBJECTIVE(S)

Find the zodiac and extract from the mission.

MAP FEATURES



A Agent 1 should run down the tunnel from the insertion point. As he approaches the lasers at the opposite end of the tunnel, Agent 1 should perform a roll by pressing and holding the Crouch button to pass safely underneath them. (Agent 1 can use his EMF Vision and OCP to deactivate the lower laser so that Agent 2 can simply creep past without having to roll.) Agent 2 should follow after Agent 1 has passed the lasers and moved out of the way.

B Both agents should drop to the lower tunnel after passing the lasers. They should then perform a Boost COOP move followed by a Human Ladder to climb onto the high ledge that follows. The agents should then proceed up the ladder beyond. (#3 on the map.)

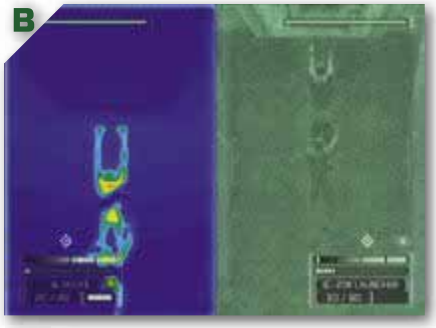
C The ladder leads to the docks, where a large ship is located. Agent 2 should fire a Sticky Camera at the distant south wall, where a guard stands on an elevated walkway. Agent 1 should creep south near the side of the ship, staying in the shadows to avoid being seen.

D When Agent 1 approaches the guard on patrol near the shadowy side of the ship, Agent 2 should use the Sticky Camera's gas to knock out the stationary guard on the elevated walkway. Agent 1 should simultaneously knock out the patrolling guard with a blow to his head.

E Both agents should continue moving south along the side of the ship. Agent 1 should carefully approach and remove the two Wall Mines to his right. (#5 on the map.)

F After Agent 1 disables the two Wall Mines, both agents should continue moving south until they reach the extraction point—a small motor boat. (#6 on the map.) The agents must simply move onto the boat to complete the mission.













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COOP PS2/GC 03: TRAIN STATION

[BRIEFING]

The agents' third mission is a dangerous one—they must infiltrate a series of underground subway stations to deactivate a number of bombs placed by terrorist radicals Kim and Chu. The trainees must work together to overcome the numerous obstacles that stand in their path and save Grand Central Station from destruction at the hands of the two fanatical madmen.

AGENT'S GEAR

SC-20K — 60 ROUNDS LAUNCHER ATTACHMENT	SC PISTOL — 40 ROUNDS OCP ATTACHMENT	STICKY CAMERA — x2
FLASH GRENADE — x1	ADRENALIN SYRINGE — x2	

STAGE 01: TRAIN REPAIR STATION

PRIMARY OBJECTIVE(S)

- ☑ Deactivate the bombs under Grand Central Station.

SECONDARY OBJECTIVE(S)

- ☑ Find information on how to disarm the bombs.

A To begin, both agents should run through the tunnels to reach the elevator shaft. (#2 on the map.) Agent 1 should initiate a Dual Rappelling COOP move near the shaft and lower Agent 2 downward.

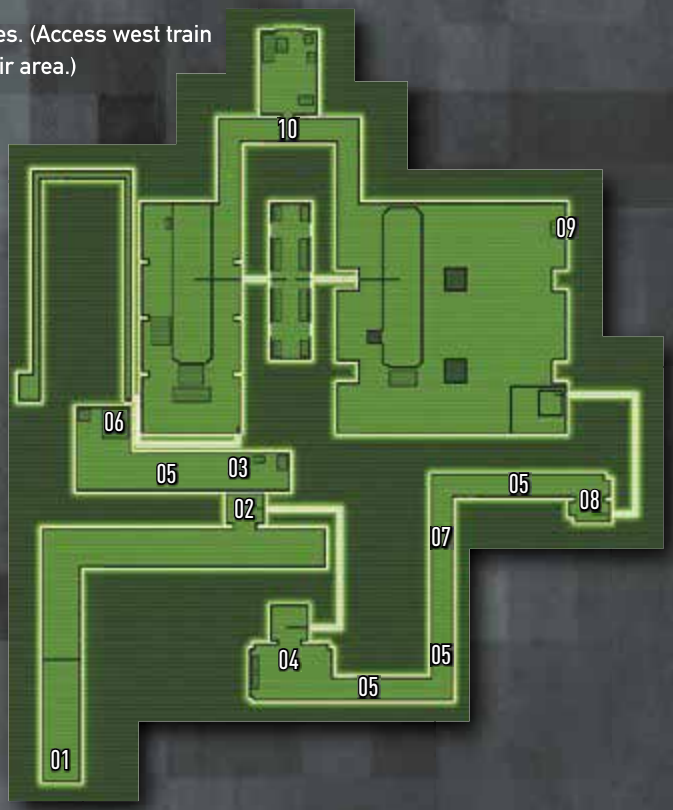
B When Agent 2 reaches the elevator at the bottom of the shaft, he should use the control panel to go upward. Agent 1 should join his teammate on the elevator when it reaches the top. Both agents should then take the elevator down again.





MAP FEATURES

01. Insertion point.
02. Elevator. (Dual Rappelling position.)
03. Agent 1's floor. (From elevator.)
04. Agent 2's floor. (From elevator.)
05. Wall Mines.
06. Crates. (Access west train repair area.)
07. Iron gate. (Place charge to destroy.)
08. Ladder.
09. Computer. (Secondary Objective, door code 1810.)
10. North door. (Use code 1810.)



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Agent 2 should get off on the first floor. (#3 on the map.) Agent 1 should stay on the elevator and move down to the bottom floor. (#4 on the map.)

C Agent 2 should carefully disable the Wall Mine in his tunnel. He should then climb the shelves at the end of the tunnel to gain access to the west side of the train repair area. Agent 1 should carefully disable the Wall Mines in his tunnels as he moves through them.

D Agent 2 should drop into the west side of the train repair area and then knock out the guard on patrol near the train without being detected. Agent 1 should place an explosive charge on the iron gate he encounters past the Wall Mines in his tunnel (#7 on the map) and then move away. The charge detonates after a few seconds, destroying the gate and allowing Agent 1 to proceed.

E Agent 2 should head north and follow the brick corridor to reach the east side of the train repair area. Agent 1 should continue down his tunnel and disable the Wall Mine he encounters further ahead.

F Agent 2 should sneak through the shadows, enter the train car and knock out the guard on patrol inside the train without being detected. Agent 1 should climb the ladder at the end of his tunnel to join his partner on the east side of the train repair area.

G Agent 1 should head north and hack the computer in the northeast corner (#9 on the map) to review the bomb schematics, which completes the secondary objective: "Find information on how to disarm the bombs." The computer also contains an email that reveals the door code to the north door. (#10 on the map.) Agent 2 should wait for his partner to join him near the north door.

The agents should use the door code (1810) to open the door and enter the north room.

H Two bombs have been placed on opposite walls of the room. Touching the laser between the bombs causes them to detonate, resulting in mission failure. The agents must work together to defuse both bombs at the same time in order to complete this portion of the mission.

I In order to defuse the bombs successfully, each agent must cut each of his bomb's active wires at the same time his partner cuts his. Use Thermal Vision or your controller's vibration function to determine which wire is currently active. When one agent finds an active wire, it's important that he wait for his partner to find his before he cuts it. The agents must communicate in order to defuse the bombs.







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STAGE 02: HYDRO TUNNEL

PRIMARY OBJECTIVE(S)

- [x] Disarm the second bomb.
- [x] Disarm the third bomb.

OPPORTUNITY OBJECTIVE(S)

- [x] Find information on how to disarm the bombs.

MAP FEATURES

01. Insertion point.
02. Tomoe Nage landing spot.
03. Dual Rappelling setup location.
04. Ladder.
05. Surveillance camera.
06. Computer. (Opportunity objective.)
07. Light switch.
08. First set of bombs. (Primary objective.)
09. Boost/Human Ladder setup location.
10. Bombs. (Primary objective.)



A Agent 1 should move to the gap in the walkway near the insertion point and set up for a Tomoe Nage COOP move. Agent 2 should complete the move so that he's thrown across the gap, landing on the other side of the walkway. (#2 on the map.)

B Agent 2 should run up the nearby stairs and set up for a Dual Rappelling COOP move near the edge of the upper walkway. (#3 on the map.) Agent 1 should complete the move to climb up his teammate's rope and join him on the upper walkway.

Both agents should run down the stairs and use the ladder (#4 on the map) to reach the lower area.

C After climbing down the ladder, Agent 1 should run down the following set of stairs to reach the bottom of the area. He should then wait at the base of the stairs. Agent 2 should climb over the railing near the ladder to drop down beside a surveillance camera. (#5 on the map.)



Agent 1 should use his EMF Vision and OCP to disable the surveillance camera. Agent 2 should run to the nearby computer and hack it to complete the opportunity objective: "Find information on how to disarm the bombs." (If Agent 1's OCP is about to run out of juice and Agent 2 needs more time to hack the computer, Agent 1 should rapidly tap the Secondary Fire button to keep the camera disabled and conserve his OCP's charge.)

After Agent 2 hacks the computer, both agents should run up the stairs and climb back up the ladder. The agents should then run up the stairs near the top of the ladder to reach the highest walkway.







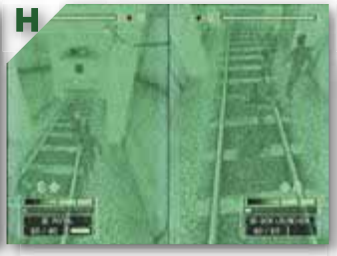
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D Agent 2 should position himself for a Tomoe Nage throw near the gap in the highest walkway. Agent 1 should complete the move so that he's thrown across the gap.

E After reaching the other side of the highest walkway, Agent 1 should turn left and initiate a Dual Rappelling COOP move. Agent 2 should run downstairs and complete the move to climb his teammate's rope and join him on the highest walkway.

F Both agents should head through the nearby doorway to proceed. The agent in the lead should carefully disable the Wall Mine in the following hallway.

G Agent 1 should climb up the ladder that follows and press the nearby switch to kill the lights in the train tunnel ahead. Agent 2 should wait near the ladder for his teammate to return.

H Both agents should enter the now-darkened train tunnel and knock out the two guards ahead without being detected.

I After dealing with the guards, the agents should carefully move to the opposite end of the train tunnel and deactivate the bombs on the walls. This completes the primary objective: "Disarm the second bomb."

The agents should climb the ladder to their right to proceed.

J In the following room, the agents should perform a Boost COOP move followed by a Human ladder to reach the elevated walkway past the ladder. (#9 on the map.) They should then enter the doorway ahead and proceed through the hallway that follows.

K The hall leads to a series of elevated walkways suspended over a large room. One guard patrols the walkways and another guard patrols the bottom of the room. Agent 1 should move to the doorway leading into the room, fire a Sticky Camera at one of the room's walls and then move away from the doorway. Agent 2 should wait for his teammate to do this.

L After moving away from the doorway, Agent 1 should consult his Sticky Camera and use it to monitor the guards in the room, particularly the one on the elevated walkways. Agent 2 should move to the doorway and sneak into the room when his teammate confirms that the guards aren't looking.

M Agent 2 should move through the shadows and knock out the guards without being detected. Agent 1 should continue to provide recon for his teammate by monitoring the guards with his Sticky Camera. Agent 1 should enter the room after his partner has taken care of both guards.

N To complete this portion of the mission, both agents must simultaneously deactivate the pair of bombs at the west side of the room. (#10 on the map.)









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STAGE 03: SUBWAY

PRIMARY OBJECTIVE(S)

- [x] Deactivate the last bomb.
- [x] Exit the area and continue your way to Grand Central Station.

OPPORTUNITY OBJECTIVE(S)

- [x] Find information on how to disarm the bombs.

A From the insertion point, Agent 2 should fire a Sticky Camera at the dark wall on the opposite side of the subway station. (#2 on the map.)

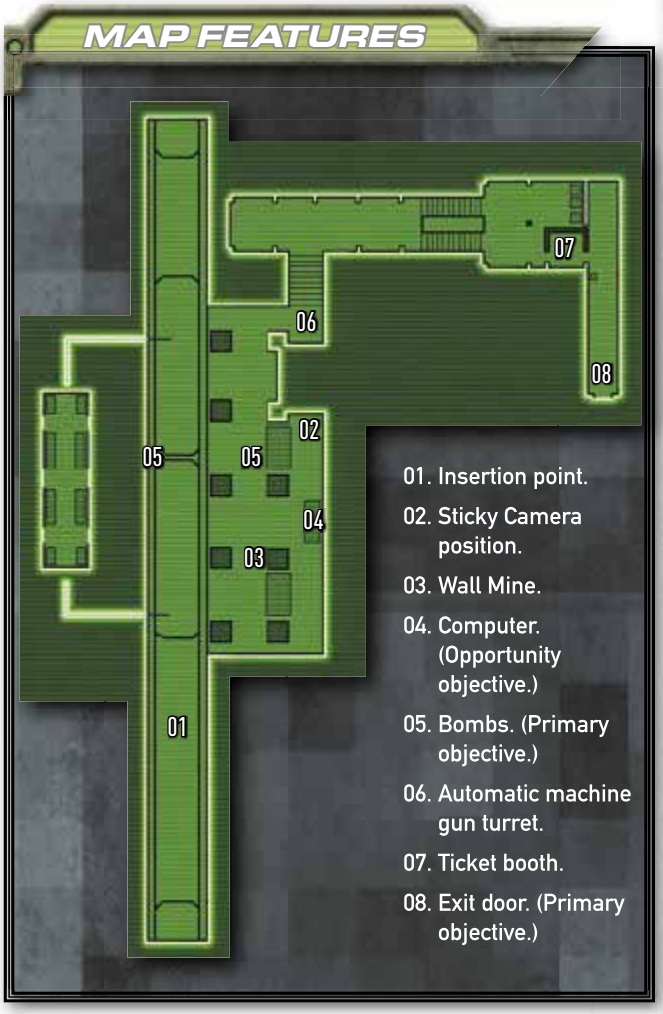
B Agent 2 should make noise with the Sticky Camera to draw the two patrolling guards toward it. When both guards draw near, Agent 2 should release the Sticky Camera's gas to knock them out.

C The subway is now clear of guards. Agent 1 should move to disable the Wall Mine on one of the support pillars. (#3 on the map.) Agent 2 should move to the bomb on the left side of the subway train and wait patiently. (#5 on the map.)

D After disabling the Wall Mine, Agent 1 should hack the nearby computer to complete the opportunity objective: "Find information on how to disarm the bombs." Agent 2 should continue to wait for his partner.

E After hacking the computer, Agent 1 should move to the bomb across from his partner. (The other #5 on the map.) Both agents must simultaneously disarm their bombs to complete the primary objective: "Deactivate the last bomb."

MAP FEATURES



01. Insertion point.
02. Sticky Camera position.
03. Wall Mine.
04. Computer. (Opportunity objective.)
05. Bombs. (Primary objective.)
06. Automatic machine gun turret.
07. Ticket booth.
08. Exit door. (Primary objective.)













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F Both agents should move to the stairs leading out of the subway station. Agent 1 should use his EMF Vision and OCP to disable the automatic machine gun turret on the landing halfway up the stairs. (#6 on the map.) Agent 2 should quickly run past the gun turret and continue up the stairs while it's disabled.

G After reaching the top of the stairs, Agent 2 should use his OCP to disable the turret so Agent 1 can run past it and join his partner.

H Both agents should run up the escalators that follow. The agents should perform a Boost COOP move followed by a Human Ladder to reach the top of the small ticket booth. (#7 on the map.)

I The agents should drop through the trapdoor atop the ticket booth. Agent 1 should break the lock on the door inside the ticket booth. Both agents should then move through the door.

J To complete this portion of the mission, both agents must simply run to the double doors at the end of the following hall. (#8 on the map.)







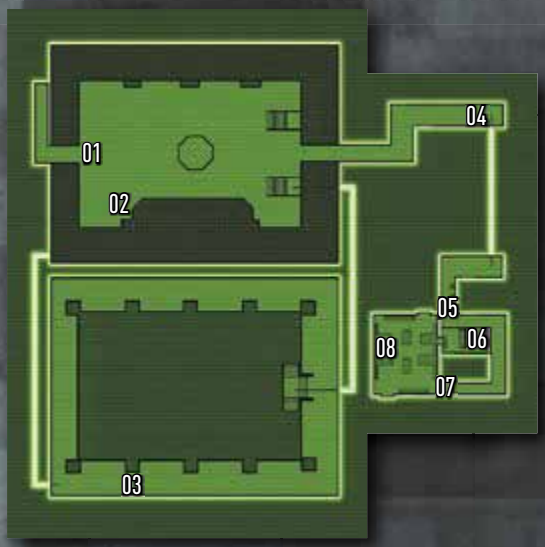
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STAGE 04: THE STATION

OBJECTIVE(S)

- [x] Get the locker code from Chu.
- [x] Get the virus from the locker.

MAP FEATURES



01. Insertion point.
02. Boost position.
03. Hiding position. (Grab Chu.)
04. Elevator.
05. Sticky Camera position.
06. Agent 1's door.
07. Agent 2's door.
08. Locker. (Primary objective.)

A Both agents should move to the ledge to the left. (#2 on the map.) Agent 1 should initiate a Boost COOP move near the ledge. Agent 2 should complete the move so he can climb onto the ledge.

B Agent 2 should climb to the upper walkway. He should then turn right and press his back to the large brick pillar to conceal himself in the shadows. Agent 1 should remain in the lower area and find a shadowy spot to hide.

C After approximately one minute, Chu and his bodyguard draw near to Agent 2's hiding spot and have a short conversation. The two men then continue walking past Agent 2. Agent 2 must not move until the men have passed by.

D After the men have walked past, Agent 2 should sneak behind Chu (the one in the suit) and grab him without being detected. Agent 2 should then interrogate Chu twice to complete the first primary objective: "Get the locker code from Chu." (The locker code is 0315.) Agent 1 should run toward the elevator at the end of the hallway between the stairs. (#4 on the map.)

E After acquiring the locker code, Agent 2 should knock out Chu and then drop down to the lower area. He should then join his teammate at the elevator. (#4 on the map.) Both agents must then simultaneously press the switches at either side of the elevator to open its doors.

F After opening the elevator doors, Agent 2 should run and jump to grab the cable in the center of the elevator shaft. He should then slide down the cable to reach the top of the elevator below. Once Agent 2 has moved away from the cable, Agent 1 should follow to catch up with his teammate.













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G Both agents should drop through the trapdoor to enter the elevator. The agents must then simultaneously press the switches at either side of the elevator to open its doors.

H After opening the doors, Agent 2 should exit the elevator and crouch near the left wall. Agent 1 should fire a Sticky Camera at the outside wall just around the corner ahead. (#5 on the map.)

I Agent 1 should view the guard in the hall around the corner. When the guard draws near, Agent 1 should release the Sticky Camera's gas to knock him out.

J After dealing with the guard, both agents should proceed down the following series of hallways. Agent 1 should enter the first door they encounter (#6 on the map) and climb up the shelves in the following room to reach the pipe on the ceiling. Agent 2 should proceed to the door at the end of the hallways. (#7 on the map.)

K Agent 2 should open the door and quickly knock out the guard in the dark room beyond with a blow to the head. Agent 1 should cross the ceiling pipe to reach the opening in the west wall and join his teammate in the locker room.

L To complete the mission, Agent 2 must use the code he obtained from Chu to open the locker (#8 on the map) and retrieve the virus. The code is 0315.









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COOP PS2/GC 04: PANAMA

[BRIEFING]

Word on the street is that de Medeiros, the Vice President of Panama's immigration offices, is accepting bribes and allowing illegal immigrants to cross the boarder. Your final mission is to infiltrate de Medeiros' administration building in Panama City, Panama and access his archives. This will allow you to obtain hard evidence of de Medeiros' illegal activities and determine if he's acting alone or following orders issued by another party.

AGENT'S GEAR

SC-20K — 60 ROUNDS LAUNCHER ATTACHMENT	SC PISTOL — 40 ROUNDS OCP ATTACHMENT	STICKY CAMERA — x1
FLASH GRENADE — x1	ADRENALIN SYRINGE — x2	

STAGE 01: THE ALLEY

PRIMARY OBJECTIVE(S)

- ☑ Get into the archives in the administration building.

SECONDARY OBJECTIVE(S)

- ☑ Gain entry into admin building without one alarm.

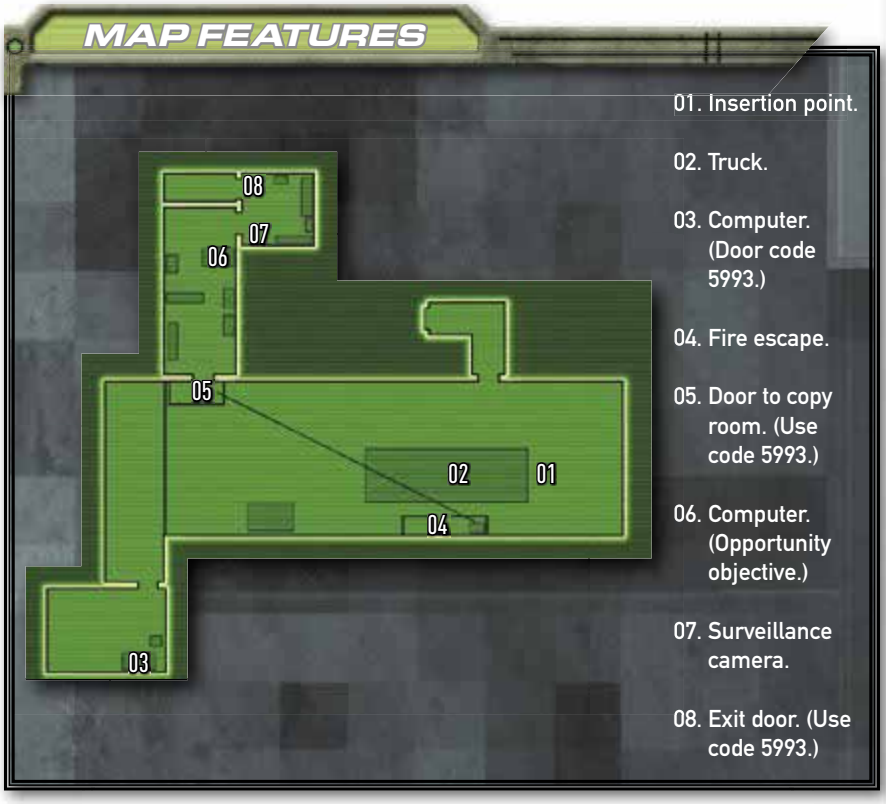
OPPORTUNITY OBJECTIVE(S)

- ☑ Gain entry into the building without killing anyone.
- ☑ Retrieve all data from computers.

A Both agents should drop from the rear of the truck and head west. Agent 1 should wait in the shadows for a guard to approach and then knock the guard out with a blow to the head.

B Agent 1 should return to the rear of the truck. Agent 2 should continue west and stop near the side of the building. He should move to the south door when the overhead surveillance camera turns away.

MAP FEATURES



01. Insertion point.
02. Truck.
03. Computer. (Door code 5993.)
04. Fire escape.
05. Door to copy room. (Use code 5993.)
06. Computer. (Opportunity objective.)
07. Surveillance camera.
08. Exit door. (Use code 5993.)

C Agent 2 should open the door and knock out the guard inside the room without being detected. He should then use the computer (#3 on the map) to attain the door code for the copy room. (The code is 5993.) Agent 1 should climb onto the top of the truck.

A



B



C



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D Agent 2 should leave the south room and return to the truck when the overhead surveillance camera turns away.

E Both agents should jump from the top of the truck and land on the fire escape to the south. (#4 on the map.) The agents should then climb to the top of the fire escape.

F In turn, both agents should use the zip line at the top of the fire escape to reach the northwest balcony. (#5 on the map.)

G After reaching the northwest balcony, Agent 1 should use door code 5993 to open the copy room door. Both agents should then enter the copy room.

H Agent 1 should use the computer (#6 on the map) and read the email to complete the opportunity objective: "Retrieve all data from computers."

I After using the computer, Agent 1 should position himself so that he can use his OCP to deactivate the surveillance camera on the wall in the next room. (#7 on the map.) To complete this portion of the mission, Agent 2 should enter the room while the camera is disabled and open the door (#8 on the map) using code 5993.









STAGE 02: EAST WING

PRIMARY OBJECTIVE(S)

- [x] Gain access to the west wing.

SECONDARY OBJECTIVE(S)

- [x] Finish without one alarm.

OPPORTUNITY OBJECTIVE(S)

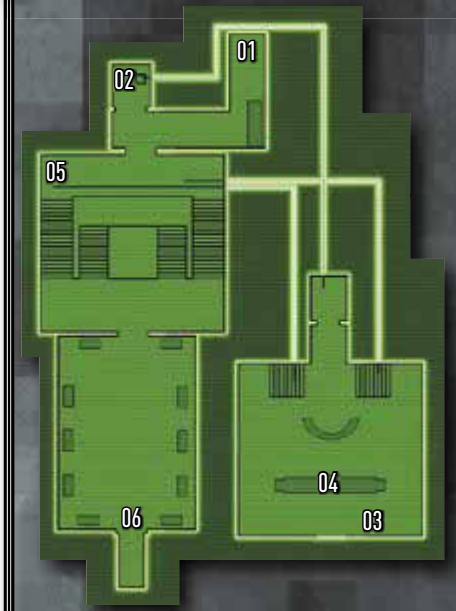
- [x] Finish without killing anyone.

A Agent 1 should move down the hall and manipulate the camera so he can watch the guard around the corner without exposing himself. When the guard turns his back, Agent 1 should sneak behind him and knock him out. Both agents should then move to the elevator.

B The agents should drop down the elevator shaft and land on top of the elevator below. They should then perform a Stand on Shoulders COOP move and place a charge on the side of the shaft to open the elevator's trapdoor. Both agents should then drop through the trapdoor to proceed.

C The agents should proceed to the large reception hall. Agent 2 should fire a sticky camera at the far wall (#3 on the map) and make noise with it to lure the two guards patrolling the hall. He should then release the Sticky Camera's gas when both guards move within range to knock them out.

MAP FEATURES



01. Insertion point.
02. Elevator
03. Sticky Camera position.
04. Boost position.
05. Boost/Human Ladder position.
06. Exit door. (Hack retinal scanners.)

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D After knocking out the guards, Agent 1 should climb onto the central desk (#4 on the map) and initiate a Boost COOP move. Agent 2 should complete the move to reach the upper level of the reception hall.

E Next, Agent 2 should use his EMF Vision and OCP to disable one of the two surveillance cameras on the walls above the stairs. Agent 1 should then run up the stairs and join his teammate on the upper level of the reception hall.



F The agents should position themselves beneath the opening in the ceiling (#5 on the map) and perform a Boost COOP move followed by a Human Ladder so that both agents can reach the ledge above.

G Agent 1 should move to the nearby control box and wait. Agent 2 should head down the air duct. When Agent 2 reaches the gate at the end of the duct, Agent 1 should activate the controls to open the gate.

H Agent 2 should exit the air duct and wait near the control box on the other side. Agent 1 should move through the air duct to join his teammate. When Agent 1 approaches the gate, Agent 2 should activate the controls to open it.

I Both agents should move to the opening in the roof, climb down the ladder and enter the large room below. They should drop from the ladder and grab onto the narrow beam below to avoid falling and triggering the laser grid on the floor.

J Both agents should shimmy along the narrow beam until they reach the thick central beam. The agents should then climb onto the central beam and cross it to reach the south exit door. (#6 on the map.) The agents must jump from the beam and land on either side of the door to avoid triggering the laser grid on the floor. To complete this portion of the mission, the agents must simultaneously hack the retinal scanners on either side of the exit door to gain access to the west wing.













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STAGE 03: ARCHIVES

PRIMARY OBJECTIVE(S)

- [x] Get information from the archive.

SECONDARY OBJECTIVE(S)

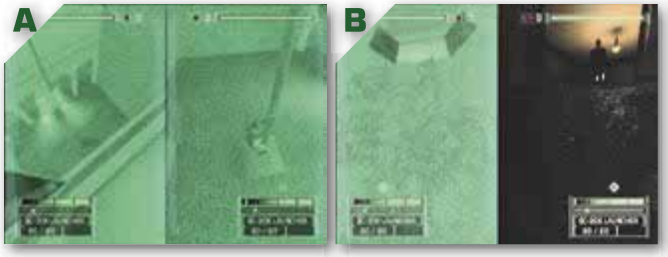
- [x] Interrogate VP.

OPPORTUNITY OBJECTIVE(S)

- [x] Finish without one alarm.
- [x] Finish without killing anyone.

A In turn, both agents should drop from the open window to reach the eve below. The agents should then jump from the eve to grab and slide down the flagpole in the outer courtyard. (#2 on the map.)

B After reaching the ground, both agents should climb onto the nearby dumpster and then climb up the fence on the side of the wall to reach an open window that leads to the vice president's office. (#3 on the map.)



C The agents should remain on the fence and wait until the VP moves away from the open window before they climb through the window and into his office. Agent 2 should grab the VP from behind and interrogate him to complete the secondary objective: "Interrogate VP."

D While Agent 2 interrogates the VP, Agent 1 should exit the office and use his optic cable on the next door. When the guard patrolling the next room turns his back and walks away, Agent 1 should enter the room, sneak up behind the guard and knock him out.

MAP FEATURES

01. Insertion point.
02. Flagpole.
03. Window to VP's office.
04. Opening in ceiling.
05. Agent 1's position.
06. Agent 2's position.
07. Sticky Camera position.
08. Computer. (Primary objective.)
09. Boost/Human Ladder position.
10. Computer. (Door code 2341.)
11. VP's private elevator. (Use code 3298.)



E After knocking out the guard, both agents should climb through the opening in the ceiling. (#4 on the map.) Agent 1 should drop through the next opening to reach a shadowy area in the adjacent room. When a patrolling guard enters the room through the north door, Agent 1 should sneak up to him and knock him out. Both agents should then proceed through the north door to reach the archive room.



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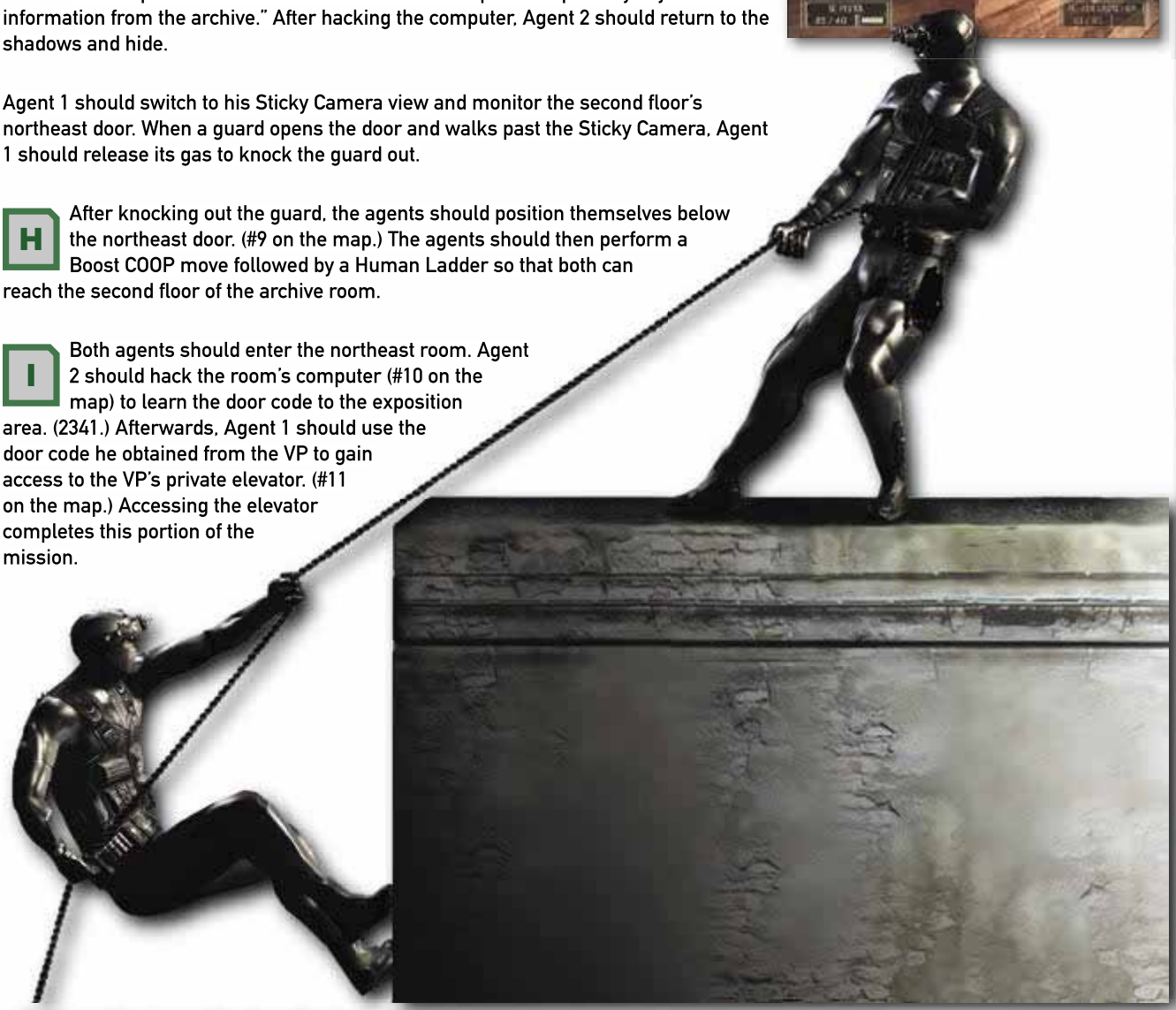
F Agent 1 should move to the shadowy area to the right of the doorway leading into the archive room. (#5 on the map.) Agent 2 should move to the shadowy area to the left of the doorway, directly across from his teammate. (#6 on the map.) Agent 1 should fire a Sticky Camera at the file cabinet near the second floor's northeast door. (#7 on the map.)

G After firing the Sticky Camera, Agent 1 should use his EMF Vision and OCP to deactivate the surveillance camera on the north wall. Agent 2 should then hack the computer in the middle of the room to complete the primary objective: "Get information from the archive." After hacking the computer, Agent 2 should return to the shadows and hide.

Agent 1 should switch to his Sticky Camera view and monitor the second floor's northeast door. When a guard opens the door and walks past the Sticky Camera, Agent 1 should release its gas to knock the guard out.

H After knocking out the guard, the agents should position themselves below the northeast door. (#9 on the map.) The agents should then perform a Boost COOP move followed by a Human Ladder so that both can reach the second floor of the archive room.

I Both agents should enter the northeast room. Agent 2 should hack the room's computer (#10 on the map) to learn the door code to the exposition area. (2341.) Afterwards, Agent 1 should use the door code he obtained from the VP to gain access to the VP's private elevator. (#11 on the map.) Accessing the elevator completes this portion of the mission.



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STAGE 04: SERVER ROOM

PRIMARY OBJECTIVE(S)

- [x] Get files from the server.

SECONDARY OBJECTIVE(S)

- [x] Finish without one alarm.

OPPORTUNITY OBJECTIVE(S)

- [x] Finish without killing anyone.

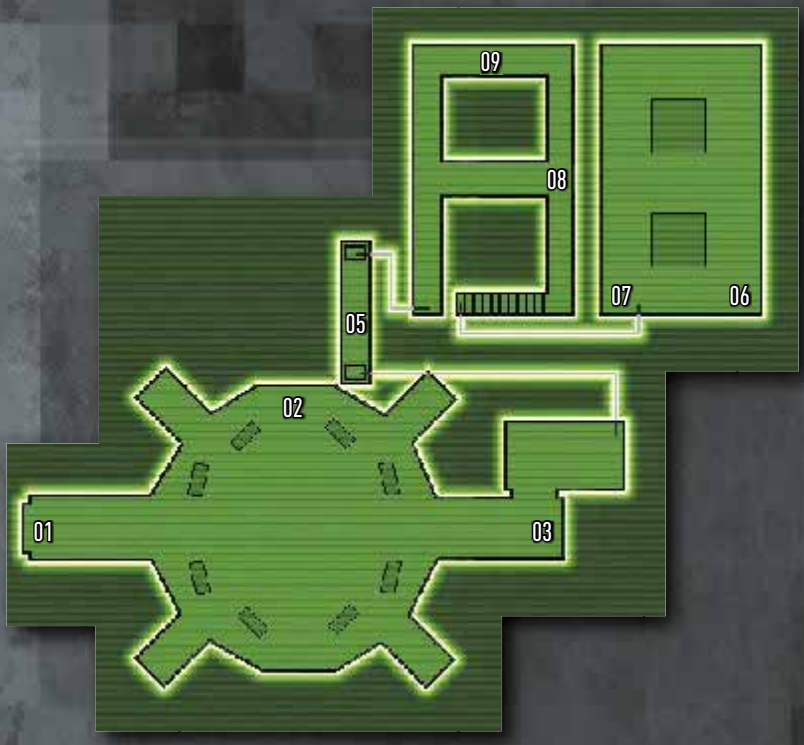
A Agent 1 should hack the keypad near the insertion point to drop the gate ahead. Agent 2 should position himself for a Tomoe Nage COOP move near the laser beams. After hacking the keypad, Agent 1 should complete the move so he's thrown across the lasers. Agent 1 should then hack the retinal scanner on the wall (#2 on the map) to deactivate the lasers. Both agents should then head east across the room.

B Agent 1 should use his EMF Vision and OCP to deactivate the surveillance camera on the east wall. (#3 on the map.) Agent 2 should then round the corner past the camera and return the favor so his teammate can join him.

C Both agents should open the following set of doors with stealth so the seated guards in the next room don't hear them enter. The agents should then sneak behind the guards and simultaneously knock them out. After dealing with the guards, the agents should climb through the opening in the room's ceiling to enter an air duct.

MAP FEATURES

01. Insertion point.
02. Retinal scanner.
03. Surveillance camera.
04. Opening in ceiling.
05. Circuit box. (Place fuse.)
06. Agent 1's position.
07. Agent 2's position.
08. Surveillance camera.
09. Retinal scanner.



A



B



C



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D Agent 2 should move to the shaft at the end of the air duct and initiate a Hangover COOP move. Agent 1 should complete the move and lower his partner down the shaft. Agent 2 should grab the fuse from the bottom of the shaft. Agent 1 should then pull his teammate back up. Agent 2 should place the fuse into the nearby circuit box (#5 on the map) to open the gate atop the short ladder in the air duct. Both agents should then climb the ladder and enter the server room.

E In turn, both agents should turn right after exiting the air duct and climb over the side of the walkway's railing to drop to the stairs below. Agent 1 should move east and hide in the shadows underneath the stairs. (#6 on the map.) Agent 2 should move west and hide in the shadows at the base of the stairs. (#7 on the map.)

F The agents should wait patiently for the two guards to circle around the room on their patrol. Agent 1 should creep behind the guard in the rear when they walk past and grab him from behind. Agent 2 should simultaneously knock out the leading guard with a blow to the head.

G Agent 1 should bring the guard up the stairs and stop at the top. Agent 2 should use his EMF Vision and OCP to disable the surveillance camera near the top of the stairs. (#8 on the map.) Agent 1 should then walk past the camera and bring the guard to the retinal scanner at the north end of the walkway. (#9 on the map.)

H Agent 2 should press his back to the wall and inch past the surveillance camera once his partner reaches the retinal scanner. Agent 1 should force the guard to use the retinal scanner in order to retrieve the files from the server and complete the mission.







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VS. PS2 / 01: CINEMA

GAME MODE(S)

✓ EXTRACTION	N/A
✓ NEUTRALIZATION	Locate and neutralize three ND133.
✓ SABOTAGE	N/A

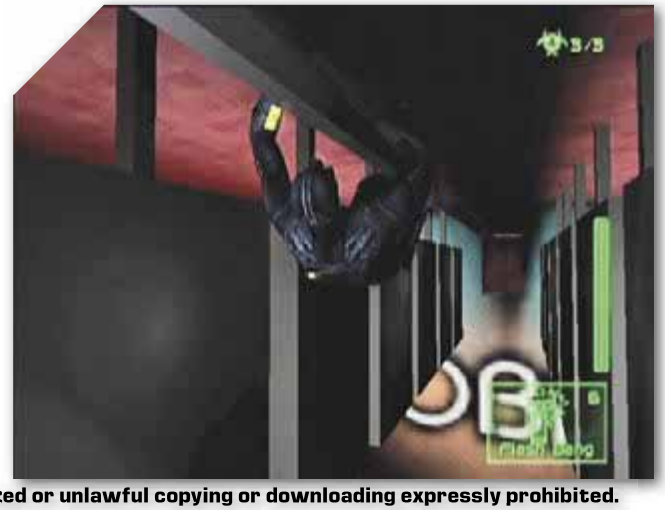
ADVANCED TACTICS

SPY TIPS

- The only passive defenses in the Cinema are the motion detectors in the Lobby and Entry areas. Be sure you don't trigger them when moving to complete objectives.
- You can climb the pipe near the insertion point to reach the secret passages near the ceiling of Movie Theater Room. This allows you to reach the backstage area without exposing yourself.
- You can take secret passages through the ventilation system in the Movie Theater Room to reach the Lobby.
- You can use the pipes near the Lobby's ceiling to cross the area covertly.
- Watch out for the motion detectors near the Lobby's stairs.
- There are motion detectors in the Entry area as well—be careful not to trigger them.
- You can hack the security doors to get through them, but this makes you vulnerable for a few seconds. Use secret passages to move about the Cinema instead.







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MERCENARY TIPS

- The motion detectors in the Lobby and Entry areas are a big help. Even if the spies disable them, you get a general idea of where they are because no other area of the Cinema features passive defenses.
- Set traps in the dark Movie Theater Room. Spies might not be looking for them as there are no passive defenses in that area of the Cinema.
- The dark corridors that lead to the ventilation system and the backstage area are ideal places for traps as well. They're also good spots for mercenaries who like to camp.
- The Cinema's see-through security doors automatically open for you, allowing you to quickly move from one area to the next. Use this to your advantage.
- You can quickly reach the Movie Theater Room's upper balcony from the second floor of the Lobby.
- Watch out for fire extinguishers—spies might shoot them to blind you with chemicals if you move close to one.
- Scan the ceilings of the Lobby and Movie Theater Room for spies that might be sneaking about overhead.









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VS. PS2 / 02: DEFTECH-BELEW

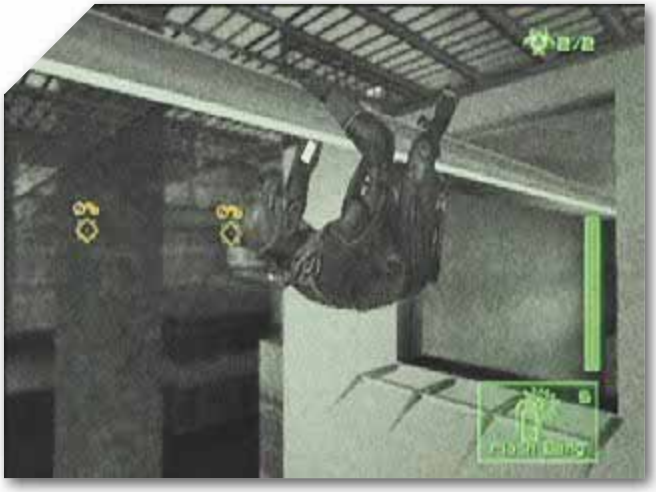
GAME MODE(S)

✓ EXTRACTION	Bring two tubes back to the exit.
✓ NEUTRALIZATION	Locate and neutralize two ND133.
✓ SABOTAGE	Place modems to neutralize two ND133 from a distance.

ADVANCED TACTICS

SPY TIPS

- There's a secret underground passage from the Spy Insertion Point to the central area. Check the ground near the wall on the west side of the Spy Insertion Point.
- You can hack the control panels near the entrances of each building to gain access. There are secret ways to enter each building as well.
- The interiors of Buildings A, B and C are defended by motion detectors and surveillance cameras. There are no passive defenses to worry about in the central outdoor area.
- There's a secret entrance into Building A. Use the pole on the north side of the building to gain access to an open window.
- The secret passage in the southwest corner of Building A can help you quickly reach its second floor. Climb the pole to reach a secret passage in the second floor's ceiling.
- There's a secret entrance into Building B. Climb the pole attached to the tall light tower in the central outdoor area and then use the zip line.
- There's a secret entrance into Building C. Climb over the fence on the north side of the building and drop into the opening in the ground.
- The elevators in Buildings B and C can help you move between floors with less hassle.
- You can exit the buildings through their security doors, but you cannot enter through them.







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MERCENARY TIPS

- At the start of the game, the spies must either climb the wall or use the underground passage to reach the central area from the Spy Insertion Point. Place traps near these areas and make the spies pay for crossing the wall.
- The high number of passive defenses within each building works in your favor, but don't rely too heavily on them. Seasoned spies will know how to get past them without being detected.
- Use the central outdoor area as your base of operations. You can quickly access all three buildings from this area, and there are several Health and Ammo Stations at your disposal.
- Expect the spies to use the secret entrances to access each building. Place traps near these locations and check on them regularly.
- Sneaking into Building B is tricky for the spies as they must use the zip line from the light tower in the central outdoor area. Expect them to infiltrate Buildings A and C instead.
- You can't follow the spies to their insertion point where the Drop Zones are located, so don't let them escape the central area if they've claimed a tube.
- If you see a spy return to the Spy Insertion Point, you know he has to come back again at some point. Find a spot to camp and punish the spy when he emerges.









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VS. PS2 / 03: FACTORY

GAME MODE(S)

✓ EXTRACTION	Take three tubes to the decontamination zones.
✓ NEUTRALIZATION	Locate and neutralize three ND133.
✓ SABOTAGE	Hack into two out of three ND133.

ADVANCED TACTICS

SPY TIPS

- The abundance of ducts and secret passages in the Factory enable you to infiltrate each zone without exposing yourself to much risk. The high number of passive defenses (lasers and surveillance cameras) still keeps things interesting, though.
- Watch out for lasers near objectives—nearly every one is guarded by them.
- There are loads of surveillance cameras in the Factory's corridors, so keep out of them whenever possible.
- You can travel through Corridor A without being detected if you use the underground passage.
- You can travel through Corridor B without being detected if you use the pipes and wooden planks along the ceiling.
- You can sneak along the beams near the Generator room's ceiling to cross the room covertly.
- Some of the Factory's objective sites can be reached using secret passages. These are usually the best ones to go for.







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MERCENARY TIPS

- The Factory has a strong passive defense system of lasers and surveillance cameras, ensuring that spies will use the variety of hidden passages to move about. Set Wall Mines and Spy Traps near openings in the walls and floors of the Factory to slow their progress.
- Most of the Factory's objectives are defended by lasers, so don't bother setting too many traps around them. Place your devices near entrances to secret passages, Health Stations and other areas of interest to the spy instead.
- The darkness of the Generators Room makes it an ideal spot to set some traps.
- The Factory's steel security doors automatically open for you. Use them as needed to quickly move about the map.



VS. PS2 / 04: KRAUSER LAB

GAME MODE(S)

✓ EXTRACTION	Bring four tubes back to the exit.
✓ NEUTRALIZATION	Locate and neutralize three ND133.
✓ SABOTAGE	Place modems to neutralize two ND133 from a distance.

ADVANCED TACTICS

SPY TIPS

- While you can enter the lab through the front doors, there are loads of alternate infiltration options. You can take the underground passage near the starting point or climb the fence to the left to reach the lab's underground Parking Garage. You can also climb the poles on the sides of the chemical tanks and then use the zip lines to reach the top of the building, where many more secret entrances are located.



- Krauser Lab features all three types of passive defenses—lasers, motion detectors and surveillance cameras. The motion detectors are the most abundant and hampering. Be careful when moving through the building.

- Most of the upper-level hallways and rooms are protected by motion detectors. Lasers are commonly found near objective sites, but you can simply jump over many of them. Surveillance cameras are stationed in the Parking Garage and Warehouse areas.

- Be careful when moving past the small pressurized chemical tanks in the building—mercenaries can shoot them to cause explosions. Of course, you can do the same.

- There are a number of fire extinguishers in the building as well. Shoot them to blind mercenaries with their chemicals.





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SPY TIPS (CONTINUED)

- The ladder that connects the bathrooms on the first and second floors of the building can help you quickly and covertly move between floors.
- You can climb into the ceiling above the second floor's hallway to sneak about undetected.
- You can sneak into the Laboratory area through the ventilation ducts, but be careful of the motion detector.

MERCENARY TIPS

- The elevator helps you move between floors quickly to investigate disturbances.
- Be careful of fire extinguishers and pressurized chemical tanks—spies can shoot them to blind you or cause explosions. However, if a spy runs past a chemical tank, aim for the tank instead of the spy.
- The darkness of the Irradiation room makes it a dangerous place for you to investigate, but a likely place to find spies. Place traps in the room early in the game to catch the intruders off-guard.
- To avoid giving away your location in the Irradiation room, use your Motion Vision instead of the Torchlight when searching for intruders. Also, crouch and move very slowly when moving along the metal walkways to quiet your footfalls.
- Use the security doors to quickly move about the building and get the drop on the spies.
- Scan the ceilings of the second floor's hallway for intruders, as well as the ventilation ducts in the Laboratory. Your EMF Vision allows you to spot any spies easily.









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VS. PS2 05: MISSILE STRIKE

GAME MODE(S)

✓ EXTRACTION	Sabotage the missile by penetrating the silo and bringing a tube to the upper catwalk.
✓ NEUTRALIZATION	Sabotage the missile by penetrating the silo and hacking the consoles.
✓ SABOTAGE	Penetrate the silo and download the launching data.

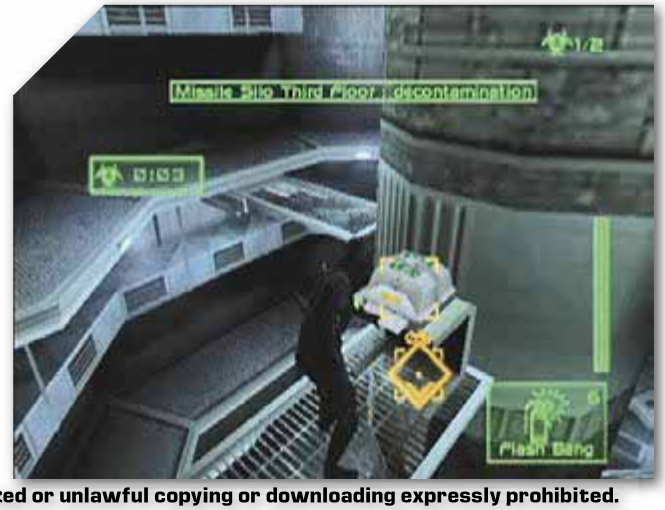
ADVANCED TACTICS

SPY TIPS

- There are no passive defenses to worry about in Missile Strike. Watch out for any Wall Mines or Spy Traps the mercenaries may have placed, though.
- There are multiple ways to enter the Waste Area. The signs in the outer corridor hint at the height you'll enter the Waste Area at. You can enter on the ground floor, the upper walkways or way up near the ceiling.
- Be careful when crossing the upper walkways in the Waste Area—some of them groan under your weight when you move across, marking you.
- Your Thermal Vision allows you to see through the crates in the Waste Area.
- There are several secret passages leading into the Launch Zone. Again, the signs near each passage hint at the height you'll enter the Launch Zone at. You can enter on the ground floor, the middle floor or the top floor. Use a variety of different passages to keep the mercenaries guessing where you'll pop in from next.
- Try not to spend too much time in the Launch Zone. Move in, work at accomplishing an objective and then quickly escape using the same passage you entered through. Don't delay or try to move between levels inside the Launch Zone—the mercenaries will quickly corner you.



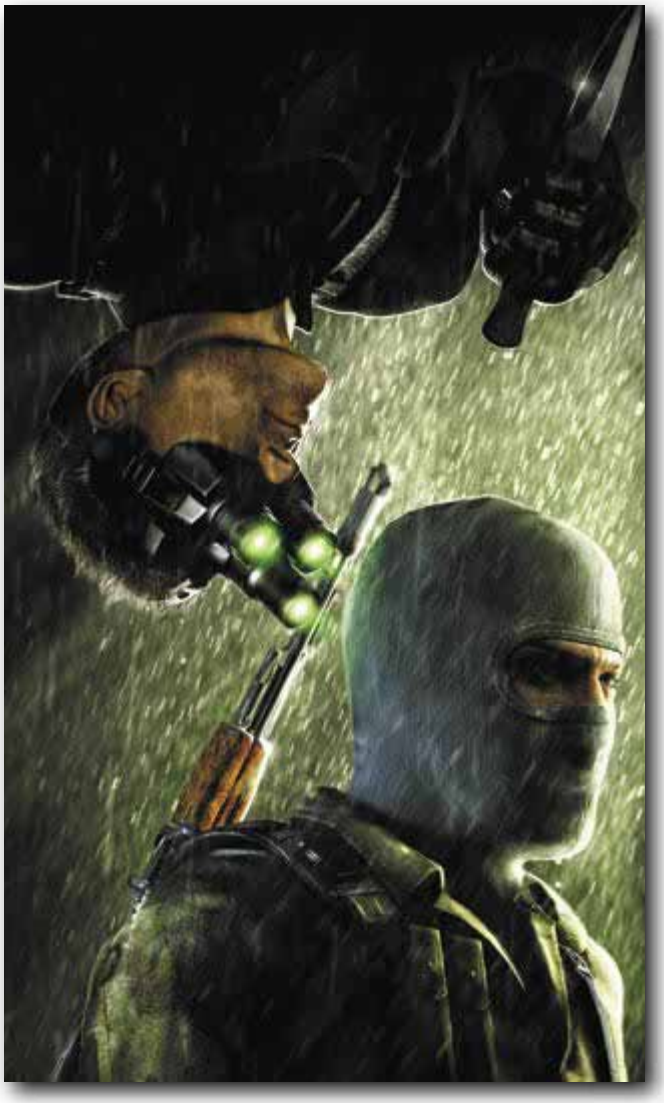




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MERCENARY TIPS

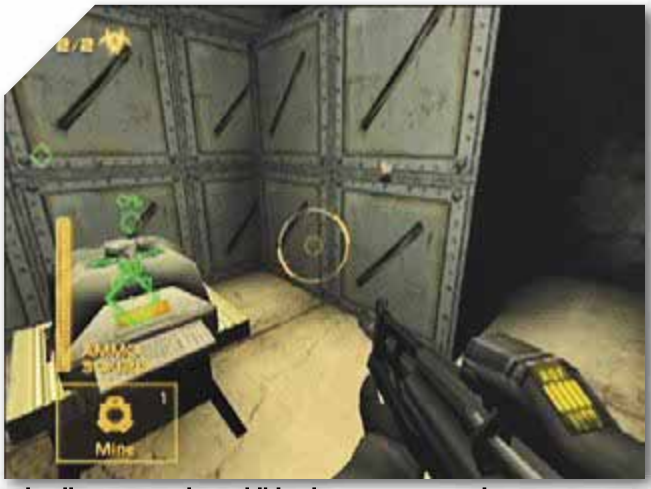
- As there are no passive defense systems in Missile Strike, make good use of your Wall Mines and Spy Traps. Place them near the objectives and secret passages.



- The spies must infiltrate the Waste Area before they can move onto the Launch Zone, so you always have a general idea of where to expect them. Stay alert and set up sound tactical defenses using Wall Mines and Spy Traps.
- All security doors automatically open for you, allowing you to move through the complex with speed. However, you're restricted to certain zones at first. (You can't access the Launch Zone until the spies are able to do so as well.)
- It's wise to patrol the upper walkways of the Waste Area. You can always drop to the ground floor if you spot a spy below you.
- Your EMF Vision allows you to see through the crates in the Waste Area.
- Stay away from the two fire extinguishers on the ground floor of the Waste Area—spies may shoot them to blind you with their fire-retardant chemicals.
- The Launch Zone's elevator can help you move between its different levels rapidly. Use the ladders only when the elevator is unavailable. (When your teammate is using it, for example.)







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VS. PS2 06: MOUNT HOSPITAL

GAME MODE(S)

✓ EXTRACTION	Bring four tubes back to the exit.
✓ NEUTRALIZATION	Locate and neutralize three ND133.
✓ SABOTAGE	Place modems to neutralize four ND133 from a distance.

ADVANCED TACTICS

SPY TIPS

- You have a number of infiltration options from the insertion point. You can sneak through the sewers ahead to reach a number of access points into the hospital. You can also turn around and climb the ladder behind you to infiltrate the hospital from the alley outside. The latter option allows you to quickly reach the objectives on the hospital's first and second floors.
- Use the wide variety of infiltration options to your advantage—keep the mercenaries guessing where you'll pop out next.
- There are no passive defenses in the sewers or in the alley outside the hospital. The rooms on the hospitals first and second floors are protected by lasers and motion detectors, though.
- All of the lasers in the hospital are visible to the naked eye and are usually found in open doorways and windows. The motion detectors are found on the walls in the hospital's patient rooms.
- The tall ventilation shafts allow you to move from one floor to the next without exposing yourself.
- You can climb the poles in the hospital's hallways to reach the ceilings and sneak about unseen.







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MERCENARY TIPS

- The spies have the advantage of multiple methods of infiltration, and the large size of the hospital doesn't help. This means you have to react to their game plan. If the spies are working at completing objectives on a certain floor, you should converge on that floor. If they're splitting up to tackle objectives on different floors or wings of the hospital, you must do the same.

- Setting Wall Mines and Spy Traps near the stairs, ladders and secret passages that lead to and from the objective sites helps you even the odds. This also reduces the chances that the spies will be able to escape when you catch them near the objectives.

- The passive defenses near the objective sites make your job a bit easier, particularly the motion detectors. Many of these devices are found on the walls above the open windows of the patient rooms. This makes it tough for spies to infiltrate the hospital through the windows without being detected, so expect them to take an indirect approach through the sewers more often than not.

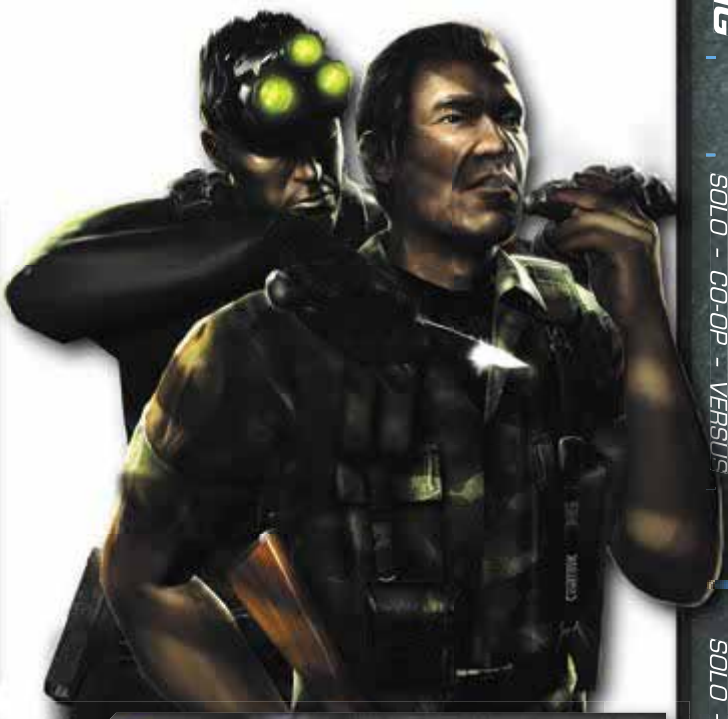
- The dark sewer tunnels are good places for proximity Wall Mines—the spies usually move through the sewers very quickly and might not notice your traps.

- It's worthwhile to look up at the ceilings of the hospital's hallways—you might spot a spy sneaking about up there, especially if you use your EMF Vision to make the ceiling tiles transparent. If you spot a spy, try flushing him out with a few Frag Grenades.

- You can shoot through the hospital's open windows to pelt spies that are sneaking about in the alley, though it's tough to get a good angle. Try jumping and then firing.

- If you catch a spy moving through the tall ventilation shafts, be sure to punish him—it's like shooting fish in a barrel.









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VS. PS2 07: FACTORY

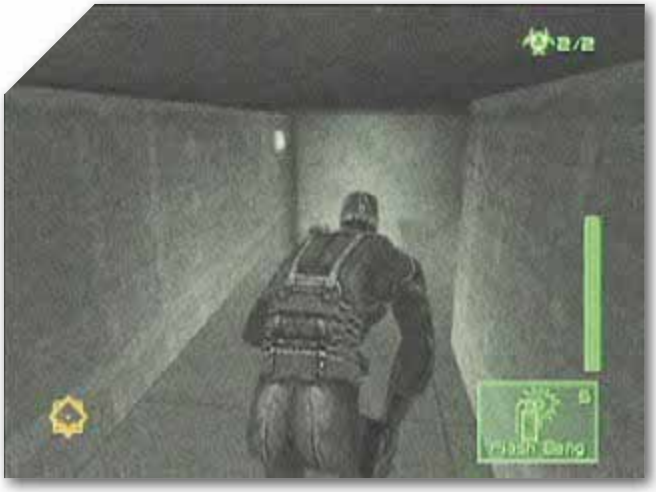
GAME MODE(S)

✓ EXTRACTION	N/A
✓ NEUTRALIZATION	Locate and neutralize three ND133.
✓ SABOTAGE	Place modems to neutralize two ND133 from a distance.

ADVANCED TACTICS

SPY TIPS

- The Museum is under heavy construction, making it an ideal setup for infiltration. However, the high number of passive defenses (primarily lasers and surveillance cameras) will slow your progress.
- You can take secret passages from the roof to enter the Café unnoticed. Watch out for the motion detector near the ceiling of the Café, though.
- The Museum's security doors automatically open for you, but you should try to take advantage of the numerous secret passages when possible.
- The two objectives in the Café are protected by lasers. There are also lasers and a few surveillance cameras outside the Café.
- You can take secret passages through the Café's walls to reach the Museum's central area without using the main doors.
- You can also sneak through the Café's ceiling to reach the central area.
- There are a high number of lasers all throughout the Museum. If you're traveling along the ground floor, you can avoid many of them by crouching or jumping. Make good use of your Thermal Vision while infiltrating the Museum.
- Climb the construction shelves in the central area to reach a hidden passage leading into the Storeroom.







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SPY TIPS (CONTINUED)

- Climb the construction shelves in the Exhibition Room to reach a secret passage leading toward the Café.
- Another secret passage in the Exhibition Room takes you to the staircases leading toward the Storeroom.
- The vents in the staircase lead into the Exhibition Room and the Storeroom.
- One of the secret passages in the Storeroom leads to the staircase. The other leads to the Museum's central area. You can cross the ceiling of the Storeroom using the steel beams.
- The Monolith Room features several hidden passages. There are also a couple of zip lines you can use from the top floor to quickly reach the bottom.
- You can cut across the ceiling of the Monolith Room using the steel beams. This lets you access the secret passages at either side of the room.

MERCENARY TIPS

- The high number of passive defenses in the Museum is a great help, but you shouldn't shy away from placing Wall Mines and Spy Traps.
- There are loads of secret passages in the Museum. Set traps near them to catch the spies off-guard.
- Keep a careful watch over the Café. The two objective sites there are easy for the spies to reach, as they don't require them to infiltrate very far into the Museum.
- The central area where the broken elevator is located is another high-traffic spot for spies.
- Use the Café as your base of operations. The nearby Health and Ammo stations make it an ideal place for you to fall back to when necessary.
- The spies will likely use the Museum's secret ceiling passages to keep away from the many lasers on the ground floor. Be on your guard and use EMF Vision to spot them.









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VS. PS2 08: ORPHANAGE

GAME MODE(S)

✓ EXTRACTION	Take three tubes to the decontamination zones.
✓ NEUTRALIZATION	Neutralize three out of five ND133.
✓ SABOTAGE	Hack into two out of three ND133.

ADVANCED TACTICS

SPY TIPS

- The Orphanage features lasers in doorways and near entrances to secret passages through walls. Stay alert and proceed with caution.
- Watch out for empty tin cans on the floor in the Orphanage—kicking them creates noise that can betray your presence.
- There are secret passages in the ceilings of the second floor's hallways. Use them to move about the second floor undetected. Your Thermal Vision also lets you see through the ceilings to make sure there are no mercenaries tracking you.
- In the Courtyard area, you can use the pipe on the side of the Orphanage to reach a high ledge—a nice spot to hide from mercenaries. You can also use the ledge to reach open windows that lead to the second floor.







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MERCENARY TIPS

- The interior of the Orphanage features a fairly weak passive defense system, and seasoned spies will know how to avoid the lasers with ease. Be sure to set additional traps near objectives and also at entrances to secret passages, which the spies are very likely to use.

- The darkness of the Courtyard makes it an ideal place for Wall Mines and Spy Traps as well.

- The Orphanage's security doors automatically open for you, allowing you to quickly move from room to room. They also grant you access to a staircase the spies can't get to. Make use of these advantages to quickly navigate the Orphanage and get the drop on the spies.

- You can shoot down at spies in the Courtyard from the open windows on the second floor of the Orphanage—just be sure a spy doesn't sneak up behind you.







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VS. PS2 / 09: SCHERMERHORN

GAME MODE(S)

✓ EXTRACTION	Bring three tubes to the exit.
✓ NEUTRALIZATION	Locate and neutralize three ND133.
✓ SABOTAGE	Place modems to neutralize one ND133 from a distance.

ADVANCED TACTICS

SPY TIPS

- There are no passive defenses in the Train Station area, and you can use the ventilation ducts to sneak about.
- The objective site inside the train car is a dangerous one, as its tough to escape if a mercenary catches you inside the car. If you sense one coming, try to hide on top of the train car or move underneath it. You may then use your Thermal Vision to see into the car.
- Watch out for motion detectors in the hallways and secret passages that connect the different areas of Schermerhorn.
- The Water Tank area is protected by several surveillance cameras. You can disable the entire camera system by hacking the control panel in the Tech Room.
- Using Thermal Vision in the Water Tank area enables you to see through the wooden walkways. This helps you spot mercenaries that are moving about above or below you.
- If you're engaged by a mercenary in the Water Tank area, the numerous zip lines may be your best bet for a quick escape.
- Be careful when moving across the wooden walkways in the Water Tank area—some of the boards are rotten and will groan under your weight, which can betray your presence.







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SPY TIPS (CONTINUED)

- Hacking the control panel in the Tech Room disables the surveillance camera system in the Water Tank area. It takes a few seconds to hack the panel, but the results are worthwhile.
- You can shoot the hanging light bulbs in Schermerhorn to create darkness. The lights will come back on eventually, though.

MERCENARY TIPS

- The security doors automatically open for you. Use this advantage to quickly move between Schermerhorn's different areas.
- Try to move about the high walkways of Schermerhorn's Train Station and Water Tank areas. This puts you in position to scare spies away from the elevated objective sites and also enables you to quickly drop down on spies you spot below.
- Since there are no passive defenses in the Train Station area, place Wall Mines and Spy Traps near its objectives sites to slow the spies down.
- Schermerhorn's connecting hallways and entrances to its secret passages are also good spots for traps.
- When passing through the Tech Room, hit your EMF Vision to see through the interior walls. This lets you quickly check to see if any spies are hiding in the room.
- Your EMF Vision also allows you to see through the train car and the ventilation ducts in the Train Station area.
- Be careful not to shoot the hanging light bulbs in Schermerhorn—you'll destroy them and give the spies a tactical advantage.









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VS. PS2 10: STATION

GAME MODE(S)

✓ EXTRACTION	Bring three ND133 tubes back to the exit.
✓ NEUTRALIZATION	Locate and neutralize three ND133.
✓ SABOTAGE	Locate and nuke three ND133.

ADVANCED TACTICS

SPY TIPS

- While the mercenaries can't access the Alleys area, they can rain bullets and grenades down on you. Use the surrounding objects and shadows to make it tough for them to track you.
- Don't hack the control panels near the gates that lead into the Control Rooms—the mercenaries will become alerted if you do. Use more discrete methods of infiltration, like the openings in the walls nearby.
- Try sneaking along the ceilings of the Station to avoid being seen by the mercenaries.
- If a mercenary moves near a fire extinguisher, shoot it to blind him with the extinguisher's chemicals.







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MERCENARY TIPS

- The spies must navigate the Alleys area in order to infiltrate the Station. You can't reach the Alleys, but you can fire bullets and grenades from the balconies as the spies try to progress. Sniper mode can be useful here.
- If you run out of ammo while defending the Alleys from the progressing spies, have your teammate cover for you and run to a nearby Ammo Station.
- There are no passive defenses in the Station. Be sure to set traps near the objectives to slow the spies down.
- Keep your head up while moving about the Station—spies will likely use the assortment of secret passages along the Station's ceilings. Your EMF Vision can help you spot them.
- Stay away from fire extinguishers whenever possible—spies might shoot them to blind you with their chemicals.



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VS. PS2 / 11: VERTIGO PLAZA

GAME MODE(S)

✓	EXTRACTION	Bring two tubes back to the exit.
✓	NEUTRALIZATION	Locate and neutralize three ND133.
✓	SABOTAGE	N/A

ADVANCED TACTICS

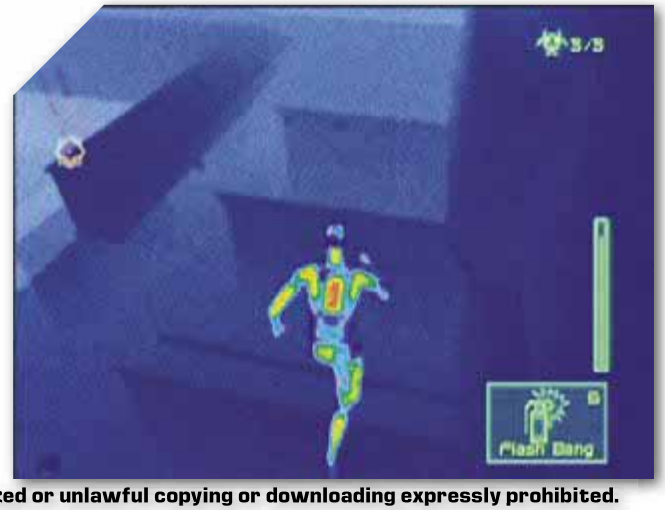
SPY TIPS

- There are a number of ways to infiltrate each building. The obvious choice is to move across the tops of the skywalks or use the zip lines. There are many other hidden entrances, however. Keep your eyes peeled for pipes to climb and ledges to scale.



- When moving across the top of a skywalk, use your Thermal Vision to see through the roof and check the skywalk for mercenaries.
- When moving below the skywalks, you can use the overhead pipes to hide from mercenaries.
- Watch out for lasers and motion detectors in secret passages—they can betray your presence.
- Be careful—some of the wooden floorboard in the Main Office and Library will groan under your weight, which can give away your location.
- Use your Thermal Vision to see through the wooden floor of the Library's upper balcony. This is a quick way to check if the room below is free of mercenaries.
- You can hide underneath the stairs near the objective sites in the Main Office. Use your Thermal Vision to see through the wooden crates.





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SPY TIPS (CONTINUED)

- You can also hide in the small, dark alcoves in the wall near the Main Office's objective sites. There's an overhead pipe in the lowest alcove that lets you hide quite effectively. You're usually dead meat if a mercenary sees you hop into one of the alcoves, though.
- You can infiltrate the Data Bank area from above or below. Just be careful of the numerous lasers—Chaff Grenades are very helpful in disabling them.

MERCENARY TIPS

- Your biggest disadvantage in Vertigo Plaza is the time it takes you to move from one building to the next. It's therefore wise to split up and defend two different buildings to minimize the need to travel.
- Expect the spies to trigger alarms in one building to draw your attention away from another. If an alarm is triggered in a building, one mercenary should investigate the disturbance while the other moves to defend the most-distant building.
- Whenever you cross a skywalk, use your EMF Vision to see through the ceiling—you might spot a spy.
- The low number of passive defenses in the Library and Main Office make them ideal places for spies to infiltrate. Place additional traps near objective sites and at entrances to secret passages in these buildings.
- The Main Office is located between the Data Bank and Library buildings, making it an ideal spot to defend. At least one mercenary should be guarding the Main Office at all times.
- Use your EMF Vision to see through the crates under the stairs near the objective sites in the Main Office—you might notice a hiding spy.









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VS. PS2 12: WAREHOUSE

GAME MODE(S)

✓ EXTRACTION	Bring three tubes back to the exit.
✓ NEUTRALIZATION	Locate and neutralize three ND133.
✓ SABOTAGE	N/A

ADVANCED TACTICS

SPY TIPS

- There are no passive defenses in the Warehouse, which makes things easier for you. Watch for traps the mercenaries may have placed, though.
- You can climb the cable near the insertion point to reach the upper walkways of the Missile Storage area.
- You can use the steel beams on the ceiling of the Missile Storage area to cross the room covertly. You can also move underground through secret passages in the floor. There are other ways to cross the room unnoticed as well.
- Once you gain access to the Office, use the vents and secret passages in the walls and ceilings to sneak about unseen.
- Use the secret passages underneath the Chemical Storage area to move between the objectives without exposing yourself.
- You can also take the high road and sneak around the upper portion of the Chemical Storage area. Use the pipes, walkways, vents and zip lines to move about and confuse the mercenaries.







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MERCENARY TIPS

- As there are no passive defenses in the Warehouse, be sure to set Wall Mines and Spy Traps near objectives and at access points to secret passages.
- The Warehouse's security doors automatically open for you, allowing you to quickly move from one zone to the next. Use this to your advantage—the spies must find alternate routes that are sure to take them longer to navigate.
- Be careful when patrolling the suspended walkways of the Missile and Chemical Storage areas—spies may be waiting to pull you to your demise.
- Use your EMF Vision to see through the crates in the Missile Storage area.
- When the spies gain access to a new zone, be sure to get their quickly by using the security doors. This gives you time to set a few traps before the spies begin to infiltrate.







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